

STAR WARS **FORCE AND DESTINY**

GHOSTS OF DATHOMIR



Adventure Module

**STAR
WARS**
ROLEPLAYING

STAR WARS **FORCE** **AND DESTINY** **ROLEPLAYING GAME**

GHOSTS OF DATHOMIR

Rumors abound concerning a mysterious statue that is coming up for auction. Some claim it has ties to the Force, or that it could even be a lost Jedi artifact. It has certainly drawn the interest of many collectors but also of several sinister factions.

Jedi connections mean Imperial involvement, while a Hutt kajidic is also after the statue for criminal purposes. The most dangerous of them all, though, is a deadly Force-wielding mercenary with personal attachments to it. Should she gain the item, she might unearth unspeakable powers—unless others move to stop her....

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CREDITS
GHOSTS OF DATHOMIR

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She was on a planet, somewhere unfamiliar but the sense of dread and darkness was strong below the red sky. A gigantic ship was falling from orbit, a fiery comet spitting out chunks of metal as the burning air tore it apart. The screaming was all around her as people ran in terror, but she knew there would be no escape. Soon the roar of the crashing ship was even louder, just before...

Rai's head jerked back up, the vision abruptly ended. She still held her heirloom chisel and hammer this time, thankfully. She wondered if she was getting more used to the visions, and also wondered if that was a good thing. Unfortunately, just like after all of her recent visions, the dense block of bleeding rock in front of her was still untouched. Rai's new patron had paid good credits to import this prized coral from Li-Toran, and so far she hadn't made even the slightest of designs in it.

She sighed and pushed back from her table. This vision had been the worst yet. Visions were nothing new to her, though she'd kept them a careful secret. Somehow she had avoided the grasp of the Jedi as a child, meaning she was alive when they were all dead. Rai didn't care whether or not they were the traitors the Empire called them, or if they could have taught her more about using the Force, but again—she was still alive. That was the important part.

And it was the Force that had made her famous. Collectors far beyond Corellia knew of Quek Rai. Everyone knew she worked alone and secluded in her isolated Tyrenan warehouse; it was part of her mystery, after all. What they didn't know was that she used the Force, and what it revealed through her visions, to carve her sculptures.

It all came easily now, opening her mind and letting the Force guide her, chisel and hammer moving more perfectly than muscles alone could ever achieve. The visions inspired the sculpted form from glimpses of its origins, the peoples who lived there, or even just abstract weather patterns above a quarry. Each work brought a new vision, each fading as she started a new sculpture. Until her last work, a commission from one Yeel Dresk. A simple figure, designed to hold an angular stone shard he provided—a shard she was instructed to not alter in any way. All purely to increase the auction price he could get for the shard.

Dresk's desire was simple and cynical, but his credits were good and the softly glowing stone seemed to call to her. The stylized figurine emerged without effort after just one session, perfectly holding the shard aloft. The vision Rai had while working, of the shard's history far underground as part of a larger cluster and the intense women who brought the stones to the surface, added to the figurine's yearning pose but stayed with her. Even after she delivered the work to Dresk, related visions kept coming. Visions of an angry young woman, growing up in darkness only to become dark herself, masked but burning with the Force. Of a terrible betrayal, as the apprentice ended her master's life and took up the double-bladed lightsaber as her own. And of the bloody swath she began cutting across the Outer Rim, gathering power but always wanting more.

She sighed again, and rose to fetch a block of local Corellian stone. Perhaps inspiration would come once she'd made a few practice carvings.

"Sit back down," a female voice said evenly from behind her. Rai suddenly felt terror, as if she was once again in the mountains where she had almost fallen to her death. It took all her will to collapse onto her stool instead of the floor.

"You and I need to have a chat," the voice continued, more firmly now. "About a recent commission."

Rai didn't need to turn to know who was behind her, but did anyway. "You," she said. "I've seen you before." She could feel the hate, the sheer evil roiling off the figure before her. Rai gathered herself further, and could even feel the Force moving through her like never before.

The masked woman drew a circular band of metal from under her tattered cape. "Which is how I could find you." Two crimson blades erupted from it, and Rai called on the Force to lift the heavy coral into the air and hurl the block at her.

You think it was her?"

ISB Agent Jessen Pol pointed to the carvings along the wall. "You see these?" she said. "Melted metal. Lightsaber cuts. Rare now, thank the Emperor, but there are still some of those Jedi swords floating around."

"But does that mean it was *her*?" Agent Darin Gento asked again.

"Examine the cuts closely, partner," Pol replied. "They missed the target, but the bladework was precise. This wasn't some common criminal, this was someone who had training in that weapon. It was her, I'm sure of it."

Pol studied the wreckage around her, pointing as she spoke. "Look around us. Huge stone blocks cracked into pieces, chunks embedded high into the walls. Heavy statues thrown across the room or cut cleanly in two. But no blaster marks, no signs of weapons fire at all. No reports of loud noises either. Not a typical brawl, especially for this..." She scanned through her datapad. "Quek Rai? Famous sculptor, but it appears she was also a powerful fighter. *Quite* powerful, if you take my meaning."

"I concur...on both points," he said, smiling now. "This is quite major, really. She's also never left so much evidence before. We should be able to even get some gene-samples this time." His eyes followed a trail of dried blood to a closed door. "Here, for example," he said, pulling it open.

"No!" Pol shouted and dove for his arm. Gento could only gape at the line attaching the door to the thermal detonator laying inside.

Jerserra's eyes gleamed behind her mask as she watched the distant explosion. It was worth the risk of staying just to see that. Through the Force, she could also feel them go, feel their shock and terror. She had missed capturing the shard, but there was news just in from her operatives. An auction on Toydaria of a statue matching her own visions. Soon it would be hers, and after that—the Outer Rim itself.



INTRODUCTION

GHOSTS OF DATHOMIR is a full-length adventure in the *Star Wars: FORCE AND DESTINY* Roleplaying Game line. It focuses on mysterious items and terrible events from the dread planet of Dathomir's history. In **GHOSTS OF DATHOMIR**, players will experience daring rescues, furious battles, and clashes with a Force-wielding mercenary who has a dangerous past and an even more dangerous agenda. During the adventure, the Player Characters (PCs) must seek out a Force-imbued stone shard, unaware that its current owner has ties to a dangerous Hutt cartel. Gaining the shard is only their first step, however, as it imparts Force visions that allow the PCs to learn of a secret cult of Force users and its role in a terrible calamity many years ago. Upon traveling to Dathomir, they must fight off twisted creatures, Force manifestations, and other threats to keep their foe from gaining a powerful Force relic.

This adventure gives the PCs access to Jerserra's Influence, a new Force power that allows users to project fear-inducing visions. PCs can use this power to ward off enemies and even take control of allies, but with such power comes the temptations of the dark side.

In this introduction, the Game Master (GM) can find the following information to help prepare for the adventure:

- **Adventure Overview:** A synopsis of the events that transpire during the course of the adventure.
- **Adventure Background:** Information describing the circumstances that led to the events described in **GHOSTS OF DATHOMIR**.
- **Important Characters:** An overview of the key Non-Player Characters (NPCs) featured in this adventure.
- **Adventure Summary:** An episode-by-episode guide to the general progression of the adventure.
- **Game Preparation:** Instructions on how to use this book and tips for running this adventure.
- **Force Power: Jerserra's Influence:** A new Force power that the PCs can unlock, learn, and use over the course of the adventure.

Players who continue reading beyond this point risk spoiling the adventure for themselves.

ADVENTURE OVERVIEW

In **GHOSTS OF DATHOMIR**, the PCs follow the trail of a powerful Force artifact, learning about its past as well as its possible futures should it fall into the wrong hands. Tied to tens of thousands of deaths long ago, the stone artifact haunts Dathomir. Force manifestations roam in the areas around the ruins of a crashed starship and a dead city. Such spectral images are not limited to Dathomir, however. Even a mere shard from the stone cluster is powerful enough to induce Force visions in Force sensitives. From the time they encounter a shard in the first episode of the adventure until they uncover the entire cluster at its end, the PCs will need all their strength of will to withstand the artifact's visions and properly interpret their meanings. They will also need it to confront their primary foe, a powerful Force user native to Dathomir who has returned to reclaim her heritage.

ADVENTURE BACKGROUND

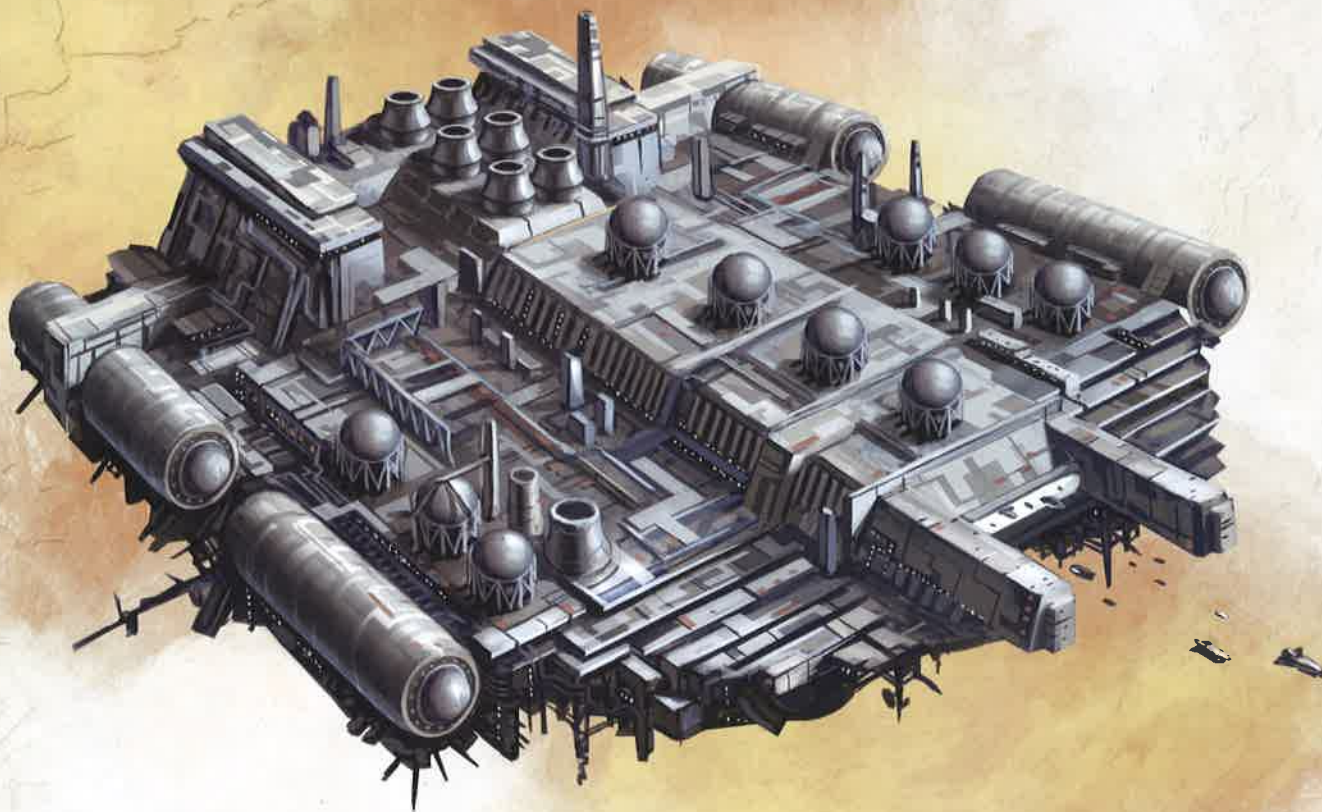
The Force witches of Dathomir, known as the Nightsisters (see page 395 of the **FORCE AND DESTINY** Core Rulebook), have long forged their own path in their study and use of the Force. Secretive and proud, they have resisted outside influence and crafted their own rituals to expand their powers, using native herbs and other unique means. When a glowing stone formation began to appear in the visions of one remote clan, its members quickly launched an expedition to locate what seemed likely to be a powerful aid to

their Force-magics. Once uncovered, the mysterious cluster became an object of study and veneration among the clan. The story of the cluster might have ended here, but some of these Nightsisters desired more from it (or perhaps it desired more from them).

THE CLUSTER

Dathomir is filled with mysteries. One of the most powerful, though least known, concerns a large stone formation steeped in powerful Force energies. Made of hexagonal gray spikes, it is irregularly shaped, measuring roughly six meters in diameter and three meters in height near the center. The spikes jut outward at uneven angles, glowing with a soft, eerie light. The cluster grew slowly over long ages from the rocky floor of a dark cavern, deep below the surface.

One of the Nightsister clans discovered it long ago, guided by Force visions to venture far underground. As news spread, many Nightsisters came to study its mysteries. They learned that this particular formation amplifies the Force powers of those strong enough to channel their energy through the cluster. Such power comes at a cost, however: it drains away the Force inherent in nearby life forms and natural surroundings in damaging and potentially fatal ways. The Nightsisters also discovered that the formation often absorbs some or all of the Force inherent in beings who die within a few kilometers of it. This seems to occur whether their deaths were from natural causes or from the stone's effects.



Though the cluster is not inherently of the dark side, the manner in which it operates drew special interest from dark side Force users. The group of Nightsisters in charge of guarding and using the cluster eventually splintered from the rest of their clan, secretly cutting the formation from the cavern and moving it to a remote wilderness encampment where they could make better use of its properties. They became known as the Nardithi, and many considered them to be a death cult. Their region of the Dathomir wilderness

became a haven for the dark side. In time, the light from the Nardithi Cluster shifted to glow more brightly and with a greenish hue, echoing the Force energies of the Nightsisters.

THE CORPORATION

For many decades, OteroaCorp operated in the northern regions of the Mid Rim. Rather than setting up permanent branches on various worlds, it moved from system to system, extracting as many resources as possible from the planets it targeted before relocating. It did this using a gigantic refinery ship called *The Oteroaan Sky*, which operated from orbit, supported on each new planet by a city-sized industrial processing station. After years of mining, deforestation, and herding garnered the corporation enough resources to maximize profitability at a planet, it would strip the station for parts and send *The Oteroaan Sky* to its next world. OteroaCorp thrived for many years this way, until it launched its twentieth operation long ago on the world of Dathomir.

The Oteroaan Sky set up geostationary orbit high above a barren spot near the Nardithi lands. There, OteroaCorp established the support city of Oteroa Zero-Twenty. The efficient corporation crew promptly began operations, cutting down swaths of jungle and trapping wildlife. It aggressively fought off Nardithi attempts to stop its activities, reinforcing its OteroaCorp security forces with mercenaries and bounty hunters. The Nardithi were soon worn down to just a handful of desperate but still powerful individuals, their sacred stone cluster having been drained of its immense powers as the native flora and fauna surrounding it were scoured away.

THE SHIP

The *Oteroaan Sky* was a massive mobile processing facility, larger than a Star Destroyer. It processed a variety of materials from a planet's surface, refining and preparing them for bulk transport elsewhere in the galaxy. The ship had enormous bays for handling raw materials sent up from the surface, with large airlocks for docking with bulk freighters. The airlocks were capable of landing over a dozen freighters simultaneously and holding triple that at a time. Once in orbit above a suitable world, the *Sky* was essentially a maneuverable space station until planet-side operations were complete. Over many decades of operation, OteroaCorp engaged in cost-cutting measures that increasingly failed to take the crew's safety into account. Poor maintenance of the hull and internal bracings, along with lack of upkeep for the escape pods and evac shuttles were only a few of these measures—all of which would contribute to the doom of the vessel's crew.

THE CRASH

Their cluster having been robbed of much of its power due to the diminished wilderness, the remaining Nardithi sought guidance from Force visions. They concocted a plot to revive the stone formation and rid themselves of the corporation at the same time. Using mind tricks, illusions, bribery, and other means, the Nardithi arranged for OteroaCorp security to capture the cluster and the Nardithi themselves, and to shuttle them up to the orbiting processing ship. Once aboard, the Nardithi used their powers to take control of the bridge crew. They set the ship on a collision course with the city below, using its thrusters to create a very rapid but controlled descent. The goal was to restrict the impact damage to merely the city and its surrounds—they had no interest, of course, in devastating their own planet. The Nightsisters then set about performing a ritual they believed would protect the stone cluster as well as channel the energies of the many thousands of expected deaths into it. The Nardithi planned to retrieve the cluster from the crash area and, with its restored and heightened powers, extend their might across Dathomir.

The Nightsisters had planned to depart the doomed ship once it was set for impact and their ritual was complete, but OteroaCorp's poor maintenance kept the *Sky* from holding together when it hit the atmosphere. Parts of the superstructure ripped away from the hull, and escape vehicles were wrecked as turbulent descent forces blasted through the ship. The Nardithi on board could only watch in horror as they fell from space, trapped along with everyone else despite their powers. Any hope of maintaining a controlled crash and escaping themselves was gone.

THE AFTERMATH

The ship's unexpectedly violent fall made for a crash more devastating than the Force visions had led them to believe. The impact managed to slightly damage the cluster as well; one of the smaller spikes broke away, fracturing into two shards. Despite its loss of the shards, the main cluster began absorbing the Force from the dead and dying. Only one of the Nardithi survived the impact, expending all of her powers in the effort. She managed to locate the larger shard and escaped the wreckage into the jungle. After weeks of journeying, she managed to find another community of Nightsisters, but she perished from her injuries the next day. The Nightsisters viewed the shard with uncertainty and decided to keep it under wraps, secured against further use.

Even at the *Sky*'s much-reduced velocity, its crash into the city left its shattered hull at the bottom of a huge crater. The impact also triggered a massive landslide that buried the entire area, blending the few visible sections of the ship with the ruins of the city. Oteroa Zero-Twenty itself was reduced to cratered rubble. Industrial waste contaminated the region, as did frequent explosions from ruptured fuel tanks and energy cells. Large areas would unexpectedly collapse as the city's remains fell into the starship's breached hull buried far underground.

THE CITY

Oteroa Zero-Twenty (commonly called "Zero-Twenty," or sometimes just "ZT") housed tens of thousands of OteroaCorp workers. As the name suggests, it was the twentieth in a series of cities created to support planetary operations. It was situated in a large, wide valley, at the base of a massive slope on one side. Initial industrial operations cleared much of the surrounding vegetation. As Dathomir's jungle relentlessly struggled to reclaim the land, the workers fought back with huge groundworking machines, making the city vulnerable to landslides.

The city was heavily fortified, with watchtowers and strong walls. It had a sizable starport and speeder bay, from which nonstop traffic carried resources to *The Oteroa Sky* and sought out new areas to exploit. The city also housed preliminary processing facilities in a large industrial zone. Comforts were few, but OteroaCorp did provide some decent entertainment facilities for personnel. Crew on leave from *The Oteroa Sky* were frequent visitors, and friendly sporting events matching ZT against *Sky* teams saw strong attendance.

The city's protective walls crumbled, and Dathomir's creatures and vegetation quickly reclaimed the area. Plants entangled what was left of the city towers as well as aboveground protrusions from the buried ship, sometimes supporting broken structures, sometimes weighing down buildings to the point of collapse. After several years, the overgrowth covered most of the shipwreck. The occasional spire and broken tower was still visible, though plant life largely camouflaged them. Dangerous creatures began to roam the site as well, making potential salvage operations even more dangerous and difficult. After examining the area—and incurring extensive losses due to animal attacks and treacherous terrain—OteroaCorp ultimately deemed such efforts untenable. The massive loss of life and equipment from the crash ruined the company.

The Nardithi Cluster now rests deep underground in the ruin of *The Oteroa Sky*, gluttoned on the deaths caused by the crash. It sits at the center of a Force vengeance catalyzed by the horrific events. The cluster's influence has grown across the region, and terrible Force manifestations haunt the area. The Nightsisters typically avoid the territory, though they haven't connected it with the now almost-mythical tales of the Nardithi separatists and the stolen stone. Occasionally, offworlders will stumble across the ruins, but encounters with predators and the ghostly manifestations frighten them away. The creatures that infest the area are subject to the effects of the Nardithi Cluster and typically take on a dark side bent, even if they aren't truly Force-sensitive.

THE SHARD AND THE STATUE

During OteroaCorp's examination of the crash site, there was one discovery that was never logged. A salvage expert came upon an oddly shaped stone that others had dismissed as yet more worthless debris from the ship or city. Aloen Dresk, though, unknowingly had some Force-sensitivity. He secretly pocketed the shard for himself, for reasons he could never explain. Not knowing anything of the Force, he kept it as a prized reminder of his time in the otherwise hellish setting.

Generations went by, and the shard passed from Dresk to Dresk as a family heirloom. Its history was forgotten, and stories arose hinting that it might be connected in some way to the Force. This went on until it was bequeathed to Yeel Dresk due to his artistic interest in it—he did not subscribe to any “mystical nonsense.” When finances grew tight, he hatched a plan to make a huge score. Working with Quek Rai, a popular Corellian artist, he had the shard incorporated into a small statue and began surreptitiously spreading tales of the statue's Force connection, hoping to drive up its selling price. The plan succeeded even more wildly than he had hoped, though the rumors drew some attention that was quite unwanted.



THE KIDNAPPING

Walisi, a Toydarian dealer in rare and exotic items, wound up purchasing the statue, now called *Tragic Hope*. Although he paid a very high price, he was confident he could sell it at auction quickly for a good profit by billing it as a long-lost artifact from the Clone Wars. Soon after announcing the auction, though, he disappeared.

Walisi is more than a mere buyer and seller of exotic items, however. One of the major Hutt kajidics on Toydaria, the Gorensla, has worked closely with Walisi, and his dealings have contributed serious credits to the cartel. As a result, when Walisi vanished, Gorensla sent a rescue team of enforcers and hired guns to investigate the matter and restore profits. Gorensla is worried the rival Desilijic kajidic is behind the disappearance—a theory that is utterly incorrect, as the PCs will later learn.

THE VISIONS

A mere kidnapping was unfortunately the least of Walisi's problems, as he had unknowingly drawn the attention of a dangerous Force user named Jerserra. She had earlier received a Force vision about the shard, which was confirmed via her agents in the Outer Rim. Suspecting the lineage of the shard, Jerserra had sought to obtain the statue from first Rai and then Dresk, but its sale to Walisi was completed before she could intercede. Having learned of Walisi's attempts to auction it, she has journeyed to Toydaria to gain the shard and eliminate anyone else who might be interested in it.

IMPORTANT CHARACTERS

The following list introduces NPCs who play important roles in the events of **GHOSTS OF DATHOMIR** and references their full entries later in the book.

JERSERRA

Jerserra grew up as a Nightsister on Dathomir. Although she was talented with the Force, even in her youth she hungered for greater power, no matter the cost to anyone around her. The mysterious legends concerning the long-dead Nardithi cult and its long-lost stone cluster only strengthened her desires, especially when she discovered that her clan held one of the shards.

When Jerserra was a teenager, a female Inquisitor visited Dathomir in her own search to learn more of the Force. In Jerserra, the Inquisitor saw a burning desire for power and an anger at any who would oppose herself—things she herself knew well. The Inquisitor knew she had found someone she could infuse with personal loyalty to her above all else, and Jerserra eagerly left Dathomir to follow this mysterious but clearly powerful individual. Before leaving, Jerserra stole her clan's shard of the Nardithi Cluster. Jerserra had never accepted her sisters' view that it should be kept buried and forgotten, and her Force visions revealed it was a source of great power for those who would dare to use it.

The Inquisitor took Jerserra on as her secret apprentice, keeping Jerserra's existence hidden from her fellow Inquisitors. Jerserra spent years with her master, learning of the Force and how to wield a lightsaber, as well as becoming proficient in the Inquisitor's own methods for using the Force. The apprentice also spent a great deal of time studying the shard, becoming obsessed with unraveling its secrets. She became increasingly impatient with the pace of her lessons, though, and desired to openly carve her fate across the stars. Finally, she decided she had learned all she could. Jerserra first stole her master's lightsaber, then used it to kill her. She erased all signs of her own existence, and crafted evidence pointing to other Inquisitors as possible culprits to ensure they would chase each other and not suspect anyone else. Fashioning a mask to conceal her true heritage, she took her slain master's starship and left to forge her own destiny.

In the intervening years, Jerserra has continued to study the shard. She has come to believe that there is at least one other fragment from the long-ago crash. Searching for leads, she has left a trail of bodies and a growing legend across the Outer Rim of a merciless, masked killer armed with a crimson lightsaber. Indiscriminate in her actions, Jerserra has amassed an extensive entry in Internal Security Bureau (ISB) databases. The Empire doesn't know who she is or her history with an Inquisitor, but it still desires to bring her in. To gain more information about her, Imperial agents will target anyone or anything in which she shows an interest. For her part, Jerserra displays little fear of the Empire, especially while she operates in the Outer Rim. However, she knows that when aimed properly, Imperial agents can be useful tools for doing her dirty work for her.

Over time, Jerserra has built a strong power base of her own on many systems—a mix of hired guns and loyal followers who fear her wrath more than death. This has allowed her to oversee a secretive criminal network that primarily conducts illicit mercenary, smuggling, and assassination operations. Jerserra acts equally against the Empire and Alliance; she has no external allies, and she views anyone or anything that stands in her way as a foe. She has operatives on many worlds, including on Toydaria. Her personnel there, though, have not had much to do other than overseeing minor smuggling rings and monitoring channels for anything that might interest her.

This changed recently when these agents got a lead—a sale of what might be the other shard. Jerserra has ordered them to arrange for a kidnapping, and she is rushing to Toydaria to claim the shard for herself. She knows the original Nardithi Cluster still exists somewhere on Dathomir, and she is confident that this new shard, along with the one she already possesses, can help lead her to its exact location.

By the first time she encounters the PCs in this adventure, Jerserra has determined that the shard enhances her powers, especially her ability to detect other Force-sensitive individuals. Jerserra has two profiles in the adventure, one representing her when she first meets the PCs (page 42), and the other after she has grown in power from using the Nardithi Cluster (page 93).

USING OTHER WORLDS

Game Masters in the midst of an ongoing campaign or with other plans for future adventures might want to relocate **Episodes I and II** from Toydaria to another setting. While this requires some degree of effort, it is perfectly valid and allows GMs to customize the adventure for their players. Much of the structure of these episodes can still be preserved, as can the NPCs.

Walisi and his business could operate on another planet in a different region, for example, though the Hutt kajidics might need to be replaced with other local criminal organizations. GMs could also move the space station described in **Episode II** to a site closer to the new world to be used, or they could replace it with a station the PCs have visited before in order to weave continuity within the campaign and reintroduce NPC acquaintances.

WALISI

Walisi is a Toydarian who deals in rare artifacts from across the galaxy. Most know he has ties to the Hutts' Gorensla kajidic. However, few realize that these ties are quite deep and that he relies heavily on Gorensla's network of black marketeers for acquisitions, sales, and distribution. Now that he has acquired the statue incorporating Yeel Dresk's stone shard, his eagerness for the profit it will bring at auction has blinded him to the danger it poses. See page 38 for Walisi's profile.

WRECKER

Wrecker, a local Toydarian mercenary, and his hired guns have a reputation across several systems. This tough and experienced leader was hired to kidnap Walisi and *Tragic Hope*, but even he doesn't know the true nature of his employer. He's primarily interested in credits, though, and can offer the PCs what information he does have for a price. See page 28 for Wrecker's profile.

"BOSS" TRELON

Trelon has been the leader of Jerserra's local Toydarian agents for three years now. He keeps a low profile, acting to disguise who the agents really work for and to avoid any Hutt or Imperial attention. He has nevertheless been competent in running numerous smuggling operations and gathering intelligence for Jerserra, the latter having now drawn her attention. Trelon is eager to impress her, hoping to leave Toydaria for better things. See page 40 for Trelon's profile.

IRRICA THE HUTT

Irrica the Hutt, who oversees the Gorensla kajidic's operations in the Toydarian city of Riar, hides a keen, calculating mind behind a bombastic and arrogant personality. The rivalry between the Gorensla and Desilijic kajidics has harmed both clans, but she is sure Gorensla will prevail. To

KNIGHT-LEVEL PLAY AND ADVENTURE SCALABILITY

The encounters in this adventure have been built for Knight-level Player Characters (see the sidebar of the **FORCE AND DESTINY** Core Rulebook, page 104). These are characters who have grown into powerful Force users, able to wield their abilities and lightsabers with familiar expertise. However, the GM can scale the adventure down for less experienced parties by lessening the severity of skill checks, removing minions from groups, decreasing the defenses and wound thresholds of rivals and nemeses, and subtracting ranks from NPCs' characteristics and skills.

that end, Walisi's disappearance is of great concern to her, as it represents a loss not only of credits but of his contacts in more legitimate business circles. She's assembled a combat team to investigate and rescue him—and if any Desilijic members can be dealt with along the way, so much the better. See page 46 for Irrica's profile.

YEEL DRESK

A descendant of the OteroaCorp employee who recovered one of the shards of the Nardithi Cluster, Yeel has no interest in the stone's rumored connection with the Force. He is solidly a businessman, and his clever plan to have the shard incorporated into an object of art has proven a tremendous success. Becoming good friends with the buyer, Walisi, Yeel stayed on Toydaria for several weeks after completing the sale (and not just to ensure Walisi's credits were solid). Yeel has wound up staying even longer than planned, however, as the starship he bought with part of the proceeds failed on launch. Currently, he and his ship are stuck in the wilderness outside Riar Starport. Convinced the ship was sabotaged, he is stubbornly insisting on repairing it himself rather than trust a Toydarian again. See page 56 for Dresk's profile.

NIGHTBROTHER FREFF

Freff is a highly skilled Zabrak warrior native to Dathomir. Like all of the Nightbrothers, he and his tribe serve the Nightsisters. As such, it is easy for Jerserra to gain control of the tribe when she returns to her homeworld to claim the Nardithi Cluster. Freff is honored to lead a small group of Nightbrothers to aid in her quest, and he is ready to die to defend her. See page 92 for Freff's profile.

ADVENTURE SUMMARY

GHOSTS OF DATHOMIR takes Player Characters from the swamps and mire of Toydaria to the dread world of Dathomir, where many decades ago a cataclysmic disaster killed untold thousands as part of a ritual. Even though the ritual did not succeed entirely as planned, it still left a region replete with the dark side, with a powerful Force-imbued stone cluster at its center. Now, two shards from the cluster are calling to Force users, drawing them inexorably to Dathomir—and to a deadly confrontation with a power-hungry crime lord.

The adventure begins with **Episode I: Inquiring Minds**, as the PCs learn of a mysterious statue called *Tragic Hope*, rumored to possess Force properties. When they arrive on Toydaria to find it, they discover that the seller, a Toydarian merchant named Walisi, has been kidnapped and the statue stolen. The PCs must investigate a dangerous area to track down those behind the kidnapping and discover where Walisi and the statue are being held.

An attempt to rescue Walisi and recover *Tragic Hope* follows, but the PCs soon learn that they are not the only forces interested in the seller and statue. One of the local Hutt kajidics is eager to recover Walisi as well, as the cartel views him as a valued source of income and artifacts. More worrisome, a powerful criminal leader named Jerserra is also after the statue—specifically, the stone shard it holds aloft. A fierce battle ensues, and the PCs need all their skills to escape with their new Force relic.

NEW OR REPLACEMENT CHARACTERS

As the adventure progresses, it may be necessary to introduce new Player Characters due to the death of a PC or the addition of a new player to the group. The exact method of introduction and the type of characters available depend on the PCs' current circumstances, but suggestions include the following:

- Toydaria is dominated by Toydarians and Hutts; other species generally support the ruling classes in a variety of ways or serve as corporate representatives. New characters can also be found in wilderness areas, operating farms, smuggling spice, or engaging in hermit-like lifestyles to meditate on the Force in solitude. Information on Toydarian PCs can be found in the **EDGE OF THE EMPIRE** sourcebook **ENTER THE UNKNOWN**.
- Kwenn Space Station offers an excellent place for new PCs to join the adventure near the end of **Episode II**. Almost any type of character can pass through here; work for one of its many shops, criminal organizations, or entertainment facilities; or even assist infochant Red-Eye Dren.
- Dathomir is a sparsely populated world, but new PCs could be found in its remote areas, possibly studying the ways in which the Nightsisters use the Force, seeking out ancient Force relics, or simply desiring isolation from others. Some individuals could even be searching for the cluster as well, following legends they had heard in other parts of the galaxy.

Episode II: Deadly Visions picks up with the PCs on the run from Jerserra and her personnel, Toydarian royal guards, and Hutt kajidic enforcers. The PCs have the statue (or more importantly, the shard it contains), but they have no way off the planet, as the Hutt kajidic has taken possession of their ship. The Hutts demand that they recover those whom the kajidic values—namely, Walisi and Yeel Dresk, the person who sold Walisi the statue.

The PCs make their way to Dresk's starship, which is out of commission and stranded in a raging river. As they try to help him, they run afoul of an ISB agent with stormtroopers bent on capturing both Dresk and the PCs, as they are persons of interest in their investigation of Jerserra. Returning to their ship, the PCs then must outwit or outfight the Hutt kajidic forces to escape the planet. Due to Force visions caused by the shard and their own investigations, they now know their final destination: Dathomir.

On that foreboding planet, the PCs enter **Episode III: Echoes of the Past**, in which they locate the remains of a destroyed city. Their path crosses those of terrible creatures corrupted into horrific forms and far down into the remains of the massive refinery ship that crashed there long ago. Finally, they reach the Nardithi Cluster, the source of the shards and of the dark side vengeance within the ruins.

SURE, BUT IT'LL COST YA...

GHOSTS OF DATHOMIR not only features high-level combat and investigatory play, but also presents a need for serious credits in some encounters. The PCs might need to pay for information, settle onerous fines, or simply bribe others to gain what they need. Not all PC groups may be ready for this, no matter how advanced their training or weaponry. As such, the GM should adjust costs required in various situations in the adventure (though not for purchasing vehicles or other equipment) as needed. The PCs should always be sufficiently challenged, but never faced with impossible fiscal demands.

Jerserra has also made her way here, and she has brought Nightbrothers to support her efforts to remove the cluster. Filled with power from the cluster, she uses deadly Force manifestations and her fanatical minions to attack the PCs before they can thwart her plans. Surrounded in a crumbling hull deep underground, the PCs know from their Force visions that if they fail, Jerserra will become an even more terrifying adversary to Force users throughout the galaxy.

GAME PREPARATION

As is the case for any published adventure, the Game Master should consider modifying events and adding subplots to directly engage the PCs' backgrounds and the playing styles the group favors. Groups that are investigation oriented

might appreciate more time to search Walisi's shop and track down his whereabouts. In **Episode II**, they might also benefit from leeway to consider and plan blackmailing Irrica the Hutt in order to regain their ship, rather than needing to turn over Dresk. Those desiring more combat could benefit from additional clashes with Imperial and local Toydarian forces. They might also appreciate fighting more creatures corrupted by the dark side when they trek across Dathomir and into the ruins of *The Oteroan Sky*. Speeder chases, dogfighting, and even starship clashes could be incorporated for PCs heavily invested in spacefaring activities. Overall, the more the GM personalizes **GHOSTS OF DATHOMIR** to player tastes, the more enjoyable and successful the adventure will be.

RUNNING GHOSTS OF DATHOMIR WITH EDGE OF THE EMPIRE AND AGE OF REBELLION

While this adventure draws heavily on Force visions and other Force-related themes, it can also be used with PCs from other games in the *Star Wars* Roleplaying line. *Tragic Hope* is sure to attract the attention of art connoisseurs and thieves alike. This could make it a focal point for **EDGE OF THE EMPIRE** PCs such as Smugglers, who might wish to steal or buy it themselves, or Hired Guns, who could be brought on to attack or protect its owner.

Similarly, Spies from **AGE OF REBELLION** could seek to intercept the sale to strike a blow against a Hutt kajidic in league with the Empire. Diplomats might wish to gain the statue to curry favor with a powerful art collector who is also a major arms supplier. Ultimately, most of these PCs will find themselves dealing with far more than simply a valuable work of art. Altering plot details as needed to draw a variety of PCs into the haunted history of the Nardithi Cluster is highly encouraged.

AWARDING EXPERIENCE

Guidelines for awarding experience points for the main encounters and completed subplots appear at the end of each episode. The Game Master should also consider granting XP during or after sessions in which the PCs complete any of the objectives for the current episode. After each session, the GM also should grant whatever baseline experience reward is deemed appropriate (typically 15 XP per PC per session). Waiting until the end of each episode to award dozens of experience points is likely to frustrate **FORCE AND DESTINY** players, because the game's advancement system is intended to promote incremental growth.

FORCE POWER: JERSERRA'S INFLUENCE

One of the more infamous uses of the Force is the manipulate of emotional states. While this can be used in positive ways, such "mind tricks" also can serve as ways to control others. Generating fear, for example, is a powerful method of control, but one that can easily lead the user to darkness.

Jerserra's master firmly believed in fear, holding that the ability to both project and overcome fear was crucial. Through fear comes the truest loyalty and firmest control, and through withstanding fear comes the power to accomplish anything. As such, this Inquisitor studied the Force to learn all she could about how to distill fear and project it onto others while building her own resistance to its effects.

Jerserra made for the perfect test subject. Should the novice Force user be able to follow her path, the Inquisitor thought, she would gain a powerful ally—especially against rival Inquisitors. Jerserra's shard of the Nardithi Cluster also facilitated her training, as its visions allowed her to learn even more about fear and to strengthen her ability to withstand it. It is possible that this gave her the will to kill her master, as well as the ability to develop her own Force power that manipulates fear.

BASIC POWER

Jerserra combined her Inquisitor's strict training with her guidance from her shard of the Nardithi Cluster and found a way to project fear onto her foes. Other Force users, through encountering Jerserra and her power, can learn to do the same.

- The user may spend 1 to target one character within short range. That character must immediately make an **Average (♦♦) fear check** as an out of turn incidental. The user may not activate this multiple times.

UPGRADES

The upgrades for Jerserra's Influence offer expanded ways to use the power, such as increasing its range and targeting multiple characters. They can also allow users to temper their own mind to better withstand the effects of fear. With greater experience, they can diminish a foe's ability to use the Force or even take control of allies around them.

STUDIES IN FEAR

While normally, fear is the result of a physical encounter, Jerserra's Influence represents the raw emotion of fear being impressed upon the target's mind. Experiencing it is more intense than experiencing fearsome characters or settings; instead, it induces personalized mental experiences. The effects of the power should feel different to each subject, bringing on unique visions of things that each individual fears the most.

When the power is used on a PC, the GM should ask the player to describe what is personally frightening to that character, perhaps revealing hidden aspects of the character. One PC might recall a terrifyingly close duel with a mortal enemy. Others might suddenly find that an enclosed area triggers intense claustrophobia, or relive a minor childhood accident, now magnified into a horrific event.

Such fears do not need to be forgotten after the encounter; they can become an ongoing part of a character's progression. The GM can integrate these fears into future encounters, providing characters opportunities to overcome them or give into them, thereby deepening their connections to the Force, whether for good or ill.

Control Upgrade: When making a fear check, the Force user can roll a **Jerserra's Influence power check** as part of the dice pool. The user may spend 1 to gain ✨ or ☹ (user's choice) on the check.

Control Upgrade: Ongoing effect: Commit ☹. The Force user increases his Willpower characteristic by 1 (to a maximum of 6).

Control Upgrade: If the target suffers strain as a result of Jerserra's Influence, the Force user recovers an equal amount of strain.

JERSERRA'S INFLUENCE IN GHOSTS OF DATHOMIR

The PCs first gain notice of this power when they encounter Jerserra toward the end of **Episode 1**. Later, as their shard imparts Force visions, they can learn more of the power and its many applications.

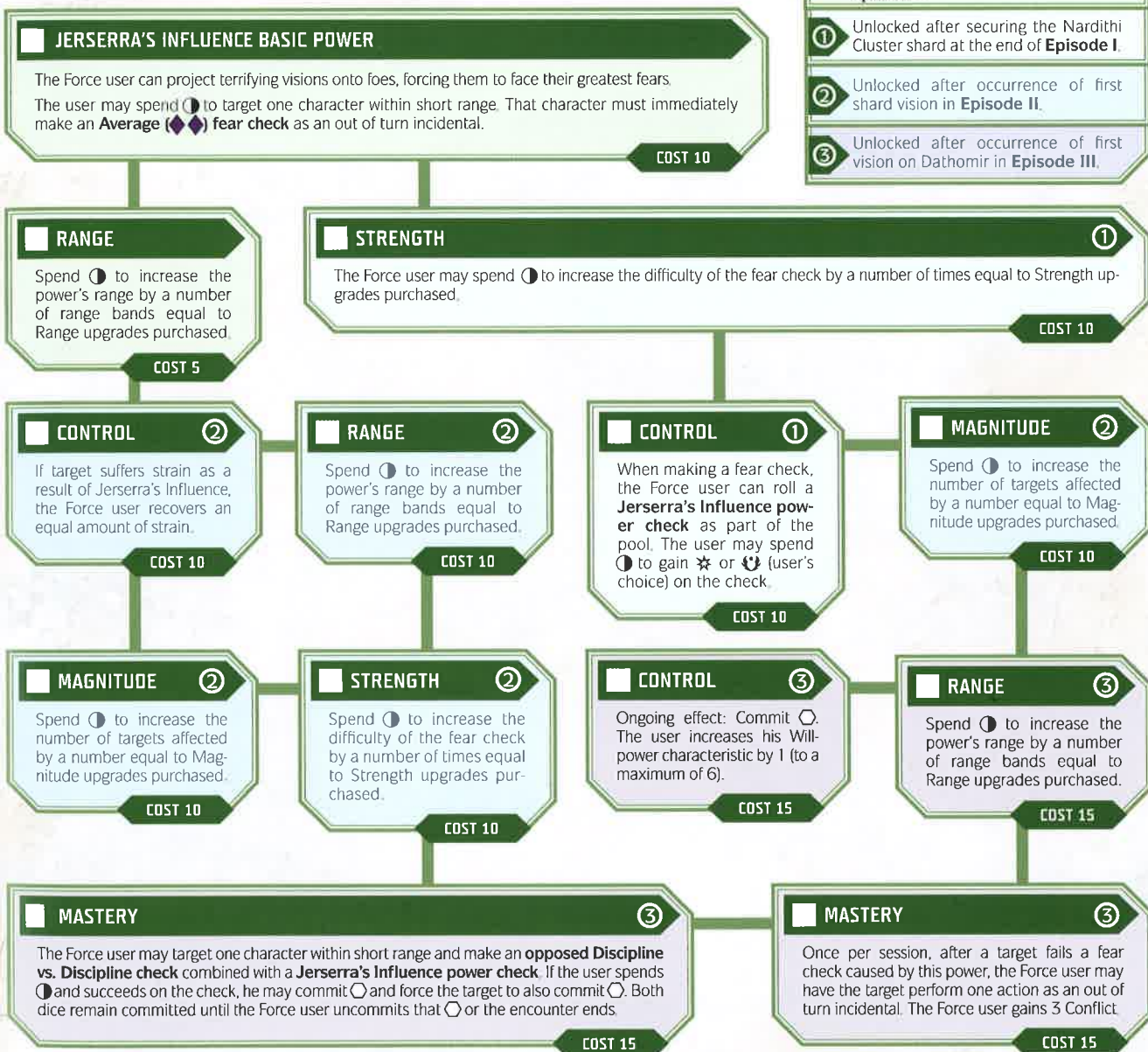
In its most basic form, the power can be used offensively to ward off attackers, such as when facing the stormtroopers on Toydaria. This power can also give the PCs valuable resistance to fear, something they will face often as they study the shard and later

venture to Dathomir. Advanced uses can even thwart Jerserra when she calls on the Force and hamper her access to her own powerful abilities.

PCs could also use this power on recalcitrant NPC allies; a hesitant Yeel Dresk, for example, could be made to accompany them after his rescue. This approach is, of course, fraught with the danger of falling to the dark side, for such actions represent easy solutions that might become habit over time.

Force Power Tree: Jerserra's Influence

Prerequisites: Force Rating 2 +



Mastery Upgrade: The Force user may target one character within short range and make an **opposed Discipline vs. Discipline check** combined with a **Jerserra's Influence power check**. If the user spends 1 and succeeds on the check, he may commit ☐ and force the target to also commit ☐. Both dice remain committed until the Force user uncommits that ☐ or the encounter ends.

Mastery Upgrade: Once per session, after a target fails a fear check caused by this power, the Force user may have the target perform one action of the Force user's choice as an out of turn incidental. The Force user gains 3 Conflict.

Range Upgrade: The Force user may spend 1 to increase the power's range by a number of range bands equal to Range upgrades purchased. This cannot be activated multiple times.

Magnitude Upgrade: The Force user may spend 1 to increase the number of targets affected by a number equal to Magnitude upgrades purchased. This cannot be activated multiple times.

Strength Upgrade: The Force user may spend 1 to increase the difficulty of the fear check by a number of levels equal to Strength upgrades purchased. This cannot be activated multiple times.





INQUIRING MINDS

*"I'm a Toydarian.
Mind tricks don't work on me. Only money."*

—Watto

Episode I sends the PCs to the Hutt Space world of Toydaria in the Mid Rim in search of a statue that may have some connection to the Force. Their information on the statue turns out to be accurate, but when they arrive at the Toydarian artifact seller's store, both merchant and statue are missing. In the meantime, they've attracted unwanted attention from the Gorensla Hutt kajidic and, even worse, a powerful Force-wielding mercenary. This episode includes:

- **Artifact Awareness:** The PCs learn of *Tragic Hope*, a rare statue with rumored connections to the Force.
- **To Toydaria:** The PCs travel to Toydaria and visit the merchant city of Riar, home of the highly exclusive and obscure Walisi's Elegant and Exotic Artifacts.
- **Walisi's Elegant and Exotic Artifacts:** The PCs discover Walisi is missing, along with the statue. Their investigation and search begins.
- **Rescuing Walisi:** The PCs uncover Walisi's location in the mansion of the Preelos Consortium, a local criminal organization tied to the Desilijic Hutt kajidic. Their rescue attempt is interrupted by the competing Gorensla kajidic and a terrifying Force user also hunting for the statue.
- **Running for Cover:** During their escape, the PCs are severely hindered by pursuers. The PCs hide in the swamps while planning their next move.

This episode takes place on the planet Toydaria, in and around the city of Riar. A Toydarian rare artifact and art dealer named Walisi recently came into possession of an unusual work of art, but buyers have been difficult to entice. Even in Hutt Space, most sentients don't want to have anything to do with the Force or the Jedi. The risk of Imperial attention threatens a person's profit and even life.

Unfortunately for Walisi, he just learned this lesson the hard way: mysterious kidnappers captured him in his own shop. They ostensibly worked for the Desilijic kajidic, and they delivered him to Desilijic's local ally, the Preelos Consortium. However, things are not what they seem.

As the adventure opens, the PCs learn of the statue's existence and discover why it interests them. They then head for Toydaria. Alternatively, the Game Master could open the adventure with their arrival in the Toydaria system. In either case, the GM should read aloud the opening crawl at the beginning of the book, then proceed to **Artifact Awareness** (page 17) or **To Toydaria** (page 18).

TOYDARIA

Astronavigation Data: Toydaria system, Hutt Space, Mid Rim region

Orbital Metrics: 184 days per year / 21 hours per day

Government: feudal monarchy

Population: 11 million (Toydarians 79%, Hutts 18%; other 3%)

Languages: Toydarian, Hutttese, Basic

Terrain: swamps, lakes

Major Cities: Toydor, Riar

Areas of Interest: Toydor Merchant District, Royal Palace, Church of Toydaria

Major Exports: consumables, labor

Major Imports: consumables, technology

Trade Routes: Shag Pabul

Special Conditions: atmospheric flight restrictions

Background: Much of Toydaria is a vast, wet bog with a pervasive dampness that allows fungi and vegetation to thrive. Within the swamplands are rivers and shallow lakes. Larger bodies of water exist, though they are limited in size compared to those on other worlds. Tall hills and the occasional mountain range tower over the dominant lowlands. Toydarian nobles tend to build their residences on these drier landforms.

For centuries, the Hutts have dominated the Toydarians, who have become deeply integrated into Hutt society and business dealings. Toydarians cultivate foodstuffs for export, primarily to the Hutts, and Toydarian merchants excel at profiting off of trade goods.

Despite the important trade and the planet's location in Hutt Space, there are fewer Hutts here than might be expected. Most who travel to Toydaria do so for business deals or to handle troublesome underlings. The planet also is a moderately popular vacation spot, where Hutts relax in the premier bogs and slime pits.

Toydaria has a modest population scattered among small cities, towns, and the wetland countryside. The largest city, Toydor, houses only about half a million beings. Most major settlements have access to common galactic technology, though more primitive areas do exist. Toydarian royalty rule the lands in accordance with an ancient feudal system. The Toydarian kingdom is surprisingly autonomous given its extended history with the Hutts. There is a somewhat limited Imperial presence on the world and in orbit.

Visitors are often surprised by the substantial limits on air travel. As Toydarians can fly, they regard airspeeders and other aircraft to be major hazards. Such vehicles are strictly regulated; the penalties for breaking relevant laws can be harsh, especially if injuries are involved. Large fines are commonplace, and arrest and detention are regular occurrences. Air travelers must stay strictly within specific

aeronautical lanes that crisscross the planet. Game Masters seeking further information on Toydaria or looking to expand the adventure possibilities on this world should reference **Lords of Nal Hutta** from the *Star Wars: Edge of the Empire* series.

RIAR

Riar is an ancient Toydarian city situated on a ring of hills. Over time, various districts developed—such as ones for administration, travel services, dwellings, the starport, and so forth—with each encompassing one of the hills. Riar is a city of about 100,000 beings, about 80% of whom are Toydarians. Humans, Hutts, and other Hutt Space species make up the rest. The city has long been a popular trade and distribution hub.

Riar is ruled and nominally owned by Baron Reeol, a gregarious Toydarian noble. The Reeol line has governed Riar for roughly a hundred years. Regarded as shrewd and fair in his dealings, the baron controls government services, security, and many of the city's major businesses. Any changes in property ownership require his personal approval, and he has a royal right to repurchase any property that others hold. He has skillfully avoided allying too closely with any of the Hutt kajidics with influence in the area, but he doesn't shun them, either. It is not unheard of for him to deploy Riar's detachment of royal guards at the personal request of influential Hutts. For more on Riar, see page 18.

ARTIFACT AWARENESS

At least one Player Character, and preferably the entire party, needs a reason to pursue the shard. The reasons can be as varied as there are different characters; a few common themes that can be adapted to serve the PCs are presented below. Some of these reasons can stand alone, while others have the potential to tie into the Game Master's ongoing campaign.

The shard, its abilities, and its history are all very mysterious. To the PCs, the stories are as much tall tales as they are legitimate accounts. Hints through the Force can guide the PCs, but these should feature emotions and feelings rather than sharp visions of what is to come. Later in the adventure, Force visions become central to the story, so the GM should be careful about overusing them in the early goings. Some characters have Force powers that they are likely to use to try to learn about the shard. These should be allowed, though they should be difficult to focus and grant only limited information. Knowledge obtained this way is best used to reinforce the reasons for the character's interest in finding the shard.

- **Force Connections:** Characters might view the shard as a way to further develop their abilities, learn new powers, or gain a broader understanding of the Force.
- **Historical Connections:** Tales could connect the shard to the Jedi, the Sith, or some lesser-known Force-wielding organization, and the PC may wish to discover whether the rumors are accurate. Its true origin is completely obscured, though, by the few stories available.
- **Connection to Walisi:** The character might have a friendship or working relationship with the Toydarian merchant selling the statue that holds the shard. The GM could set this up in advance in previous adventures. Alternatively, if the GM is adapting this adventure to a different location, Walisi could be replaced with an existing NPC who is already part of the campaign. In this case, the PC could be more concerned with the NPC's survival.
- **Ancestral Connection to the Nardithi Cluster or Shards:** Since the PCs won't know the shard's back history, this connection shouldn't be obvious in the beginning of the adventure. However, it could become more apparent via the Force visions in **Episode II**. Ideally, any PC with this connection isn't aware of it, and the reveal is a surprise. The ancestor might be a Nardithi Nightsister, a Nightbrother, or another Force user who made a trip to Dathomir while the Nardithi Cluster was active. The ancestor might have had access to one of the shards when they were in the possession of Aoen Dresk's family and the Nightsisters.
- **Extended Family or Friend Connection to Yeel Dresk:** A PC might learn of the shard due to being a friend or extended family member of Yeel Dresk. Perhaps the PC heard of the shard but never saw it because Yeel lived far away or needed to sell it too quickly. The PC might have discovered too late that it was for sale, or might have been unable to reach Dresk before he sold it. This connection raises the stakes in **Episode II** for the PC.

THE NOTICE OF SALE

The PCs should come across Walisi's notice about the auction of the artifact; it should contain only sketchy information on the auction location. It is quite likely that most, if not all, of the PCs haven't heard of the object before. Due to the sensitive nature of the item, Walisi's notice isn't precisely public; instead, the news is disseminated through the black market via other artifact dealers and collectors. Walisi has also started a rumor that the item was connected in some way to the Jedi or the Clone Wars, in a bid to drum up more interest while maintaining plausible deniability in case of questioning by the authorities. In reality, this rumor is scaring potential buyers away. The PCs might hear of it through the rumor mill, or a connected infochant who knows the PCs might receive the information and alert them (for a suitable fee). Read or paraphrase the notice aloud to the PCs:

"Attention, Republic-era artifact collectors! Walisi's Elegant and Exotic Artifacts is proud to announce to its most exclusive clients the imminent auction of a one-of-a-kind work of art never before seen outside of a private collection. The item is an elegant stone statuette of a stylized humanoid upper body with arms stretched overhead, holding a sizeable, green-tinted angular stone over its head. It's called Tragic Hope, verbalizing the strange emotional connection some feel when viewing the statue in person. Such is the power of this fantastic piece of art!"

"Interested? The sale is coming soon, exclusively at Walisi's. Bring your credits! We expect high demand for such a unique and emotionally powerful piece!"

The notice may be delivered via datapad or holoprojector. In either case, a quality holopic of *Tragic Hope* is included. The notice appears as a short presentation by Walisi with accompanying text. It ends with the date of sale, but no location. However, whoever is dealing with the PCs can tell them (or sell them the information) that Walisi's Elegant and Exotic Artifacts is located on Toydaria, in the city of Riar. The source doesn't have an exact address, though. Time is short: the PCs will need to start traveling fast to get to Toydaria by the day of the auction. The contact should give them information on the landing location in Riar called Bog Bay, assuring them that the off-putting name is some kind of Toydarian joke.

True to the notice, the PCs don't turn up anything from investigating the statue's image. Searches about the piece come up empty, aside from other ads for the sale. However, diligent investigation or a consultation with an art historian can provide the name of the sculptor: Quek Rai, a female human. She was a popular artist on Corellia who worked for private patrons, and appears to have died soon after completing the work. If the PCs try to delve deeper into the item's past, or their backstory includes connections to the Dresk family, see **Finding Yeel Dresk**, on page 52, for additional details.

TO TOYDARIA

Ships arriving at Toydaria are met by the typical planetary traffic control service demanding their destination and reason for visiting. Older-model Imperial Customs ships patrol the area and conduct random searches on incoming vessels. If the PCs give the Imperials no obvious reason to be interested in their ship and don't create a nuisance, it is largely ignored. While diligent, the Imperials are more concerned about smugglers, pirates, and Rebels than Force users.

If the PCs' ship is already wanted by the Imperial authorities, they send a customs patrol craft to investigate. If the infractions the PCs are wanted for are significant, the Imperials board the PCs ship, search it, and possibly arrest them. However, the local Imperials have been in Hutt Space for an extended period of time, and the ever-present corruption has rubbed off, making them more susceptible to bribery than the average Imperial. The customs ship's commander quickly drops hints to that effect. He agrees to no fewer than 1,000 credits, and asks for twice that to start.

If needed, the GM may use adversaries from the **FORCE AND DESTINY** Core Rulebook for the customs patrol craft and crew. The *IR-3F*-class light frigate, on page 267, may be used as the customs vessel. The Government Bureaucrat, on page 406, can serve as the commander, backed up by a squad of Imperial stormtroopers (page 407, or page 58 of this book).

If the PCs' ship is cleared or ignored by the customs craft, traffic control gives the PCs the flight path and landing beacons for the city of Riar. Once the PCs are within several hundred kilometers of the city, local control takes over. The traffic controller asks if the PCs plan to land at the Riar Starport. Landing privileges are offered courtesy of Baron Reeol for what he claims is a very fair landing fee (and traffic control says as much in a reasonably respectful manner). If the PCs ask about Bog Bay, the controller directs them to it, but in a distinctly condescending tone.

RIAR

The PCs need to explore this city to find Walisi's Elegant and Exotic Artifacts. This section features general descriptions of the city's distinctive features and of the locations the PCs are most likely to visit during their search.

Riar is a bustling trade city, primarily regional in nature but with some connections to other worlds in Hutt Space and the galaxy at large. It rises up from the swamps in a ring of large hills, dense with all manner of business and industrial buildings, as well as private dwellings. The city is divided into districts loosely according to trade or function, each occupying one or more hills. If the players search for something or someone not mentioned in the text, they may be able to find it in one of these areas listed below:

- **The Tower Hills** are a pair of wide, low hills that hold hundreds of residential buildings and towers. The towers vary in height up to fifteen stories. Toydarians prefer the upper floors, which feature open balconies for access via flying.

- **The Royal Highland** is home to the royal residence and most of the government agencies. It is taller and larger than the other hills by about a third.
- **Factory Hill** holds heavy industry as well as the city's main power plant, treatment plants, and other utilities.
- **Transit Hill** is also known as Riar Starport. All starship traffic is routed here, even transport vessels used by the adjacent Factory Hill. Bog Bay is at the base of this hill on the outside edge of the ring.
- **The Merchant Mounds**, three hills near the starport, are where most of Riar's trade and business deals occur. Merchant Mound One is Riar's original settlement and is also called "Old Town."
- **Low Park** is the low center of the ring, surrounded by hills. It is still several meters above the swampland surrounding the city.

THE RIAR STARPORT AND BOG BAY

The Riar Starport covers the top of a wide, low hill. It is a bustling place, with traffic ranging from passenger craft and light freighters up to large bulk transports. The royal Riar government technically owns the starport, but companies and individuals rent and run the day-to-day operations of various bays. Lower down, smaller privately owned landing bays are clustered at the hill's base on the outside edge of the ring. While a few might be considered luxury service bays, most provide cheaper landing accommodations that are much lower in quality than those of the starport proper.

If the PCs elect to land at the starport, they can expect a wide variety of costs for the same standard range of services. Bays are run by many different service companies, with names like Berot's Premium Docking Bay (250 credits per day) or Trelco Budget Services (90 credits per day, but with endless additional fees). The PCs can select a company that seems to meet their needs in terms of cost and security.

If the PCs proceed to Bog Bay, they're directed to a cluster of small, well-used landing pads and open-top bays at the base of the hill. Some bays sit right at the swamp's edge. It appears as though even a minor change in water level could flood several of the lowest bays, and discolored bands extending several meters up the walls indicate that this happens with some regularity. Services are available at a reduced cost and with much less scrutiny than would be the case in the starport proper.

The Gorensla kajidic runs (and essentially owns) Bog Bay. It nominally makes some credits off its services, but it mainly uses the facility for transporting its own goods and handling its own affairs without too much government intervention. No one mentions Bog Bay's ownership unsolicited, although PCs who ask about it can easily garner the information from lower-level staff or on the streets. No Hutt is visible in Bog Bay; their Toydarian underlings conduct most of the work needed to keep it running.

TOYDARIANS AND THE FORCE

One of the most unusual aspects of Toydarians has nothing to do with their exterior appearance. Rather, it concerns the makeup of their brains. Toydarian brains contain a little understood but very powerful feature that makes Toydarians completely immune to any mental manipulations via the Force. This does not, though, negate physical powers such as Move or Bind from affecting them.

PCs can recall this fact through an **Average** (◆◆) **Knowledge (Lore)** or **Hard** (◆◆◆) **Knowledge (Xenology)** check. Otherwise, they may be in for an unpleasant surprise when they try to use Misdirect or Influence on the natives of Toydaria.

A female Toydarian named Nel Henol is the administrator for Bog Bay, and should be the PCs' main contact here. She quotes docking fees that start at 200 credits, but she expects to haggle down to about 100 credits. She will drop fees even lower if she thinks the PCs will purchase other services while in Bog Bay.

If she doesn't have an item the PCs need on hand, she arranges for a contact to provide it. Aside from the average locks and security included in the docking services, Nel can arrange better protection for a significant fee. If the PCs try to rent an airspeeder, Nel notifies them of Toydaria's rather strict flight restrictions and mentions that landspeeders are more readily available.

NEL HENOL [RIVAL]

An enthusiastic, practiced bargainer and negotiator, Nel Henol is always pushing a new service or sale to her customers. She's also on the Gorensla payroll, acting as the kajidic's eyes and ears for any unusual activity at Bog Bay.



Skills: Charm 2, Deception 2, Knowledge (Underworld) 2, Negotiation 2, Perception 2, Streetwise 2.

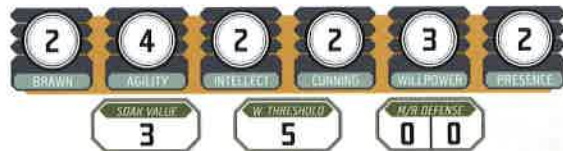
Talents: Congenial (may suffer up to 2 strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number).

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy clothing (+1 soak), comlink (handheld), datapad.

RIAR ROYAL GUARD PATROL OFFICER [MINION]

Local Royal Guard Patrol Officers monitor Bog Bay for criminal activities. Though not as elite as the ones in Toydor, they can be formidable against the local criminal element. One of their most important duties is to ensure that the flight restrictions in the area are followed; they are notoriously uncompromising concerning any violations they find.



Skills (group only): Coercion, Melee, Perception, Ranged (Light), Vigilance.

Talents: None.

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), royal guard armor (+1 soak), comlink (handheld).

FINDING WALISI'S SHOP

While it isn't hard to find someone in the art world or underworld who has heard about Walisi's Elegant and Exotic Artifacts, no one ever seems to know where it is actually located. There are even tales that it changes location periodically; this is what Nel Henol has heard. Regular shipments for Walisi's shop route through Bog Bay, but she's not privy to the details. She has heard rumors of trouble at the shop this week, though. If the PCs ask her about Walisi's, she'll secretly let her bosses at Gorensla know of their interest.

Further clouding the shop's location is the fact that it has six entrances on different streets and alleys, with winding underground corridors and tunnels. It actually hasn't moved in years, but its entrances change to create the illusion that its location is not constant. When one entrance becomes too well known, it is closed up, and a tunnel to a different entry is opened up later. If the PCs find an old entrance, they might be able to detect the barrier and work their way around or through it. Abandoned entrances include old storefronts (perhaps with new tenants), alley doors, cellar entries, and a secret stop in at least one freight lift in a major warehouse.

The PCs may utilize any of a number of methods to track down the shop. See **Table 1-1: Searching for Walisi's Shop**, on page 20, for several possibilities and the skill checks required. The Results column in the table provides information that can be discovered on successful checks.

Net ▼ generated on a search attempt check doesn't prohibit another effort to locate the shop, but it does add time—several hours to half a day—before the skill check can be tried again. If the PCs' failed attempts push them beyond the auction date, the rumor mill takes notice that no winning bid has been announced. This quickly becomes tied to another rumor: that Walisi hasn't been seen for days.

TABLE 1-1: SEARCHING FOR WALISI'S SHOP

Search Type	Skill Check Required	Results
General (public networks)	Average (◆◆) Computers	Searches turn up very general information on Walisi and his higher-profile acquisitions in art news articles and holorecordings. He appears knowledgeable and respected.
Underworld networks (slicing)	Hard (◆◆◆) Computers	<p>Finding and slicing into a semiprivate network of underworld systems reveals Walisi to be a cunning and shady artifact dealer who profits off inflated pricing and items of questionable provenance. However, he has no record of having dealt in forged works. His association with the Gorensla kajidic and his recent public conflicts with the Desilijic kajidic are noted. ☹☹ or ☹ on the check also reveals that Walisi recently spent a great deal of time with a human named Yeel Dresk, who later purchased a starship.</p> <p>If the PCs slice the Bog Bay network, they discover that Walisi's goods are regularly shipped through Bog Bay and that the Gorensla kajidic runs this area. Walisi is a regular customer who enjoys a preferred client status, and often he is not charged for shipments.</p>
Government networks (slicing)	Daunting (◆◆◆◆) Computers	<p>Infiltrating the Riar royal network requires either access to a government computer or remote/wireless network slicing (add ■ to check if the latter). Walisi's records include a list of his past business addresses, which are scattered throughout the Merchant Mounds.</p> <p>Security and criminal databases contain the current suspected coordinates of his business, but full access to these requires another skill check of the same difficulty. They also summarize Walisi's criminal and surveillance records, revealing his latest deals (including one with Yeel Dresk), occasional fines, and a couple of minor stints in the Royal Detention Center. His difficulties with Desilijic are obvious, as are his Gorensla connections and trafficking deals.</p> <p>There is no publicly known local Imperial network on Toydaria, though there is a subnetwork connection to it through the Riar royal network. The Imperials have some records of Walisi's sales on other worlds.</p>
Art connections	Average (◆◆) Knowledge (Education)	<p>The PC is able to ascertain the location of current popular art communities, markets, and studios in the midst of the Merchant Mounds. A successful result also provides the names and locations of several prominent artifact dealers who might have connections with Walisi.</p> <p>Most dealers know about <i>Tragic Hope</i> and its auction, but there has been no word of a successful sale. If it is after the auction date, dealers likely mention Walisi's disappearance and worry about his well-being. They can confirm that the piece looks like the work of the artist Quek Rai. No dealers would consider purchasing the artifact for fear of attracting Imperial scrutiny, due to rumors that it might be related to the Jedi. None of the dealers know where Walisi's shop is currently located.</p>
Toydarian customs	Hard (◆◆◆) Knowledge (Outer Rim)	The PC has helpful experience with or knowledge of Toydarian society. This adds one or more ■ to a Charm, Deception, Negotiation, or Streetwise check when dealing with a Toydarian, at the GM's discretion.
Shop location	Daunting (◆◆◆◆) Streetwise	Asking and searching for the shop location takes a lot of time and effort. Very few know where it is, but a successful result elicits a potential address from a skilled or lucky infochant or prominent local criminal boss, depending on where the PC searches. The starting finder's fee is 600 credits.
Walisi's Hutt connections	Average (◆◆) Knowledge (Underworld)	Walisi's reputation for working with Hutts is well known, as is his year-long conflict with the Desilijic kajidic. Rumors abound as to the source of the conflict, but most assume the kajidic was displeased with an item or was somehow cheated in an earlier deal. Walisi's Gorensla kajidic connections are widely known, and many believe they could also tie into this conflict. If ☹☹ or ☹ is generated on the check, Walisi's connection to Yeel Dresk is revealed, including Dresk's status as the previous owner of <i>Tragic Hope</i> .
<i>Tragic Hope</i> auction	Average (◆◆) Knowledge (Underworld)	The auction has drawn some attention, but thanks to fear of attracting Imperial trouble due to the artifact's rumored Force-related past, no one seems ready to openly bid for it.
<i>Tragic Hope</i> source	Hard (◆◆◆) Knowledge (Underworld)	Speculation abounds as to where Walisi found <i>Tragic Hope</i> . Some think he purchased it from a private collector, just as he claimed (☹☹ or ☹ on the check includes the name Yeel Dresk). Others think it might be from a cache of artifacts found in an old Jedi temple, maybe even the main temple on Coruscant. A few think it is a forgery, but this is not a popular opinion given Walisi's reputation and the dangers involved in owning a rumored Jedi artifact.

Instead of, or in addition to, the normal effects of ☉, ☼, ☽, or ☿ on skill checks to locate Walisi's shop, the GM should use the following effects:

- ☉: If successful, the PCs make great time to the location, shaving hours off their travel. On a failed check, this result can lead to an abandoned shop entrance that is blocked up but still connected to the shop. People in the area can report that it once had a fair amount of traffic, but it dried up weeks or months ago.
- ☼: On a successful check, the PCs find a source who knows one of the actual entrances, even if their original line of investigation concentrated on another aspect of the business or on *Tragic Hope* instead of focusing directly on the shop's location. On a failed check, they determine a better way to attempt their search and may immediately try again, adding ■ to the check.
- ☽: If successful on their check, the PCs do find the location, but gain the attention of street informers with ties to the Gorensla kajidic. This can lead to greater complications later on when the PCs encounter the kajidic's forces. On a failed check, the PCs are confused with erroneous information, adding one or more ■ to future skill checks while searching.
- ☿: The PCs tip off or annoy an influential person or organization with their questions. Either the Desilijic or Gorensla kajidic may send lesser enforcers to scare the PCs off (use the Street Tough profile on page 405

of the **FORCE AND DESTINY** Core Rulebook), or the Riar Royal Guard (see page 19) may question them about the artifact or their slicing activities. Alternatively, the PCs might simply stray far off course, wasting many hours or an entire day searching the wrong part of town.

TOYDARIAN INFOCHANT [RIVAL]

The PCs might wish to confer with a local infochant to gain information concerning Walisi or the statue. Several are in the Bog Bay area. Developing one or more as well-paid contacts could not only gain the PCs a valuable resource but also help establish a false pretense if they are using aliases as part of their hunt.

1	1	2	2	3	3
BRAWN	AGILITY	INTELLECT	PLANNING	WILLPOWER	PERFORMANCE
SOAK VALUE	W. THING COOLD	M/R DEFENSE			
2	10	0	0		

Skills: Charm 2, Cool 2, Deception 3, Knowledge (Underworld) 3, Negotiation 2, Perception 3, Streetwise 3.

Talents: Natural Negotiator (once per session, may reroll any one Cool or Negotiation check), Nobody's Fool 2 (upgrade the difficulty of any Charm, Coercion, or Deception checks attempted against the character twice).

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy clothing (+1 soak), comlink (handheld), datapad.

MERCHANT MOUND ONE: OLD TOWN

Walisi's Elegant and Exotic Artifacts is located at the top of Merchant Mound One, also known as Old Town. Winding roads and alleyways from Riar's earliest days cover the mound. Run-down businesses selling cheaper goods occupy the lower slopes, while historic and seemingly reputable businesses ring the top of the hill. The mound teems with activity that lessens only slightly overnight. The larger streets can accommodate landspeeders, but as is the case throughout Toydaria, airspeeders are limited strictly to designated landing zones and travel lanes.

Almost any legal items and many black-market items can be found in the markets. Most operations are semilegitimate, but choosing the wrong shop means encountering charlatans or thieves. Entering shops can be challenging, since some seem to cater only to Toydarians, with raised entrances that require flight to access. A notable number of royal guards patrol the streets and hover over the top of the hill, but their presence farther downslope is minimal.



WALISI'S ELEGANT AND EXOTIC ARTIFACTS

Walisi's shop is located in the long-forgotten basement of a once-decadent mansion that has since crumbled to dust, along with its noble owner. The shop is a short distance underground, near the top of Transit Hill along its southern slope. Walisi likes it because its owner was particularly fearful of enemies and built many escape routes, most of which connect to neighboring basements and buildings.

There are six currently functioning entrances to Walisi's shop; another ten are blocked and abandoned. The PCs may locate one or more of them. The GM can improvise blocked passages based on previous search efforts as well (such as from page 21). The main working entrances are:

TRIG'S SPEEDER SHOP

This location is the closest to Walisi's shop. What appears to be a small, out-of-business speeder garage is the largest entry to Walisi's. Sizable items are transferred in and out using the speeder truck-sized garage lift, which has a setting that opens the floor and lowers the platform beneath down a shaft to Walisi's tunnel level. A thirty-meter-long tunnel connects to Walisi's warehouse at a pair of armored doors—this is where his kidnappers entered and left. A pair of destroyed security droids lie at the warehouse doors.


SUNSET TOWER

This ten-story-tall, historic business tower still operates, but it has seen better days. In the virtually abandoned secondary lobby at the back is an antique-looking passenger lift marked "out of order." The lift, which is actually functional, lowers to an old, automated repulsorlift—cart track that continues to Walisi's. Two long carts, cleaned up and made to look welcoming, wait on the track. This is Walisi's customer entrance, used only when he absolutely needs to bring the buyer to him. Each cart can hold four human-sized individuals. The winding tunnel is low and dark, abruptly changing direction and angle as travel proceeds. If the PCs travel in the carts, at some point the lead cart breaks down and crashes. The PCs can try to repair it (a **Hard [◆◆◆] Mechanics check**), overload the other cart (which will cause it to break down a short time later), or walk the rest of the way (which is uneventful but takes about an hour).

ART ALLEY

This entrance, the farthest away from the shop, is located in a downslope artist district: a small community of artists' studios in a back alley. The area is downtrodden but still bustling. In the alley, a nondescript door marked "condemned" opens to a steep, worn, and cumbersome stair leading down into darkness. At the bottom is a short hallway ending in a stout metal door, which is locked. The door is heavily reinforced and requires industrial machinery or powerful weapons to breach; it counts as having a soak value of 5 and a wound threshold of 12. The lock can be defeated, though, with a **Hard [◆◆◆] Skulduggery check**. A failed attempt

(or the sound of weapons) triggers an alarm at Walisi's shop, notifying his administration droid, RT-3PO. If RT-3PO is warned, it has the cleaning droids clustered around the door when the PCs arrive (see **Entering Walisi's Shop**).

Beyond the door is a short hall that leads to what seems an endless series of steeply winding passageways. In most places in the galaxy, there would be stairs in such a location. However, these halls were obviously built for Toydarians, who can simply fly above the steep floor. The PCs must make a **Hard [◆◆◆] Athletics check** to climb up to Walisi's. Climbing gear or other appropriate tools can aid the effort with .

THE ABANDONED BALCONIES

The remaining three entrances connect to stonework overlooks built into the north, south, and west sides of the hill. These room-sized porches jut out from the hillside, each forming its own small precipice. Once serving as private retreats from the bustling mansion, they were a fad among nobility, who abandoned them as their popularity dropped. Now ignored and overgrown, the overlooks loom over small plazas about three stories below. Climbing up to the balconies or down the hill from above requires a **Hard [◆◆◆] Athletics check**. To avoid being seen by shoppers in the plazas' stores and market stalls, PCs must succeed on a **Hard [◆◆◆] Stealth check**. Each balcony fronts a heavily damaged, sculptural metal door that appears to be jammed shut. A **Hard [◆◆◆] Perception check**, though, reveals a keypad hidden behind a triangular decorative element on each door; a **Hard [◆◆◆] Computers check** can be used to bypass the keypad and open one. Beyond each door is a narrow tunnel that runs several hundred meters to the shop.

ENTERING WALISI'S SHOP

Walisi's shop has two huge rooms: one is the warehouse and the other is the gallery. All of the passageways to Walisi's end up in the gallery, except the one from the speeder shop.

If the PCs arrive via the speeder shop entrance into the warehouse, read or paraphrase the following aloud:

The speeder shop passageway opens to a long, low room around fifty meters wide by two hundred meters long. Dust hangs in the air, lit from above by rows of floating globes producing a cool, bluish-white light. The room is filled with rows of sagging shelves, beat-up metal crates, and outright junk piles. A pair of massive metal doors is partially open at the far end. A protocol droid stands between them, watching you with one flickering, lighted eye. A half-dozen old-model security droids lie scattered about, forming their own personal junk piles in the aisles and atop crates. Blaster fire damage is evident on the walls and some of the boxes.

Art and artifacts, including a variety of small statues, off-world jewelry, and stunning holos of stellar vistas, are stashed in the crates and boxes on the shelves. While much of it is likely valuable, finding the right buyer is key for making a profit. The PCs can make **Hard (◆◆◆) Knowledge (Lore) checks** to identify items in general terms. Successful checks reveal that items range in value from a few hundred to tens of thousands of credits, but the most expensive items also require exactly the right collector.

Once the PCs get halfway across the room, or if they stop to look at anything, the protocol droid speaks loudly:

"Please halt. I regret to convey that Walisi's Elegant and Exotic Artifacts is temporarily closed. If you are customers, I assure you that you will receive invitations to Master Walisi's triumphant return celebration, assuming he is rescued from those awful brutes. If you are not customers, I regret to inform you that if you do not leave immediately, I will be forced to implement Protocol 1039n. The security droids told me it is quite intimidating and deadly, but I must admit that their attempts to carry it out recently were regrettably ineffective." The droid's lighted eye suddenly winks out, "Oh, no! There go the lights again."

The protocol droid, RT-3PO, gestures towards the destroyed droids during the end of its speech. In charge of the store when Walisi is away, it is doing its best to keep the shop running. Since Walisi's kidnapping (several days ago, though the Game Master can adjust this as needed based on when the PCs arrive), no one has been back to give the remaining protocol and cleaning droids any orders. All of the security droids were destroyed during the kidnapping; the rest of the droids received at least some damage. RT-3PO took damage to its photoreceptors, of which only one now works, and that intermittently.

RT-3PO has only the vaguest notion that protocol 1039n is some sort of combat tactic. It isn't trained in combat, doesn't understand what to do, and isn't even armed. If it is attacked, the droid calls for the remaining cleaning droids to defend it and the store. RT-3PO shouts nonsensical tactical commands at them, which they ignore.

Unfortunately for RT-3PO, the cleaning droids are small (silhouette 0) floating robots that specialize in cleaning artwork. They are spherical, with cable-like arms terminating in grips that clutch cleaning pads or small vacuums. A few carry blaster rifles that the security droids dropped, but the cleaning droids can't use them properly: they hold them upside down or backward, or swing them like clubs. The droids' most effective attack is spraying superpressurized cleaning liquid in a stream into an opponent's eyes or on the floor in hopes of causing their enemy to slip and fall. There are about a dozen such droids in the gallery. One solid hit is all it takes to destroy them, as most sustained damage in the earlier attack.

If the PCs arrive in the gallery instead of the warehouse, read or paraphrase the following aloud:

Over the last fifty meters, the passageway has become significantly shorter in height and more ornate. Intricate abstract carvings line the walls; while very old, they have obviously been cleaned regularly. You come to an expensive-looking arched door painted in a similar style. The door has a high-security modern lock designed to mimic the much older door.

The corridor is designed for Toydarians on foot, so most PCs find the ceiling rather low. Walisi didn't skimp on security; bypassing the lock requires a **Daunting (◆◆◆◆) Skulduggery check**. The PCs can instead breach it by force; the door counts as having a soak value of 6 and a wound threshold of 12. There is no alarm to bypass, which seems odd given the lock. This is because security droids and systems inside the gallery observe all the doors that open directly onto the warehouse or gallery. If the lock is destroyed, the door requires a **Hard (◆◆◆) Athletics check** to slide open. Once it is open, read or paraphrase the following aloud:

Beyond the door is an oval-shaped room at least one hundred meters long and seventy-five meters wide, featuring a towering oblong dome rising some fifty meters overhead. The enormous space is brightly and artfully lit and absolutely dripping in intricate decorations. Carvings surround all openings, and a stylized jungle canopy has been painted on the ceiling. On the floor are large sculptures and abstract installations, with smaller works on pedestals and cabinets. The entire room seems centuries old, steeped in the sensibilities of Toydarian royalty and nobility. Although it initially seems spectacular, after a few moments you begin to notice flaking paint and chipped carvings.

For the main floor level of the gallery:

At the main floor level are at least a dozen small doors like the one you came through, spaced equally along each curved wall to the north and south. The rounded east end has what must be the formal entrance to the room, with a large double door raised off the floor, fronted by a monumental stairway and flanked with elegant sculpture and art. Curiously, a large desk sits on the landing before the doors, impeding their use. At the west end, massive double doors stand slightly open. A protocol droid stands between the doors, looking at you with one flickering photoreceptor.

For the upper half of the gallery and the dome:

About five meters below the base of the dome is another ring of about thirty doors spaced around the room, with a narrow balcony connecting them. Four spiral stairways descend from the balcony to the main floor. On both the upper and lower levels, some of the arched doorways have been turned into display spaces featuring small pieces of art atop pedestals.

For physical clues about the kidnapping:

Amid the elegance are clear signs of a recent shootout in the room. Many blaster burns are evident on the walls and some of the art. You see maybe twenty old, wrecked security droids scattered about the floor and on the balcony. Dozens of ball-shaped cleaning droids float around the room. All of the droids are obviously damaged.

The standing protocol droid is RT-3PO. If the PCs arrive via the gallery, it makes the same speech it would have if they'd arrived via the warehouse (see page 23). RT and the other droids are ineffective in a fight and were easily defeated in the shootout. The PCs may attempt to talk to the droid. If the PCs say they are there for the auction, RT becomes extremely apologetic. It informs them regretfully that the auction is impossible, since not only is Walisi gone, but the kidnappers also took *Tragic Hope*. RT points to a damaged and empty cabinet where the piece was stored. As the droid was programmed to help run the auction, it can be convinced to discuss the statue's creator and provenance. If questioned, the droid mentions that Walisi obtained the piece from a human male named Yeel Dresk (see **Finding Yeel Dresk**, on page 52).

RT-3PO [RIVAL]

Brought on to aid in translations and negotiations, RT-3PO has excelled especially in running Walisi's auctions. It is loyal and competent but scarcely a fighter, and it was lucky not to have been seriously damaged in the attack.

1	1	3	1	1	2
Brawn	Agility	Intellect	Coordination	Willpower	Presence
3	10	0	0		

Skills: Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 2, Perception 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Etiquette and Protocol (protocol droids allow allies to add ☐ to any Negotiation checks or other checks made to negotiate or mediate).

Equipment: Comlink, datapad.

Current Status: Suffering 4 wounds, malfunctioning visual system (photoreceptors).

CLEANING DROID [MINION]

Walisi purchased a series of these droids some time ago. He has since upgraded them regularly to ensure they properly maintain his establishment without damaging any of his items through overzealous dusting or improperly applied cleaning liquids.

2	2	1	1	1	1
Brawn	Agility	Intellect	Coordination	Willpower	Presence
2	3	0	0		

Skills (group only): Melee, Perception, Ranged (Light).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Silhouette 0.

Equipment: Two built-in scrubber tentacles (Melee; Damage 2; Critical 5; Range [Engaged]; Ensnare 1), built-in cleaning spray hose with variable nozzle (Ranged [Light]; Damage -; Critical

-; Range [Short]; Disorient 1 [spray in target's eyes] or Knockdown 1 [spray on floor around target]; when sprayed on floor, cleaning fluid remains for the rest of the encounter, causing all characters in the area to make a **Hard** ☐ Coordination check or fall prone).



INVESTIGATING THE SITUATION

The PCs can search both rooms, although a detailed search takes days. They discover that most of the doors, including the ornate entry, seem to be permanently sealed shut or locked. Most of those have been turned into art alcoves.

The PCs can question RT-3PO. If they successfully convince the droid that they are interested in rescuing Walisi, the droid becomes very cooperative. It knows that any official investigation would be likely to reveal the shop's location publicly, and it concludes that if Walisi can be saved by other means, that would be the best option.

Walisi's desk sits on the platform at the main entry. It has been thoroughly ransacked; datachips, readers, art orders, and other items have been tossed about on the desk and platform. A computer on the desk seems to run the security system, but a **Hard (◆◆◆) Perception check** or **Easy (◆) Computers check** reveals that the actual security system is built into the desk. From there, the Player Characters can pull holovid of the kidnapping by slicing the system with a **Hard (◆◆◆) Computers check**. It shows thirty well-armed and armored humans and Toydarians breaking through the warehouse entrance. They have little trouble defeating the droids. They stun Walisi, smash the case holding *Tragic Hope*, grab the statue, and then try to destroy the security system. The entire action takes less than fifteen minutes.

RT-3PO was knocked down early in the fight and remained out of action. However, it can give additional details about the attackers. Either the droid or the security recordings reveal a small insignia on the attackers' shoulders and helmets featuring a trio of overlapping hexes. The PCs and the droid likely do not immediately recognize the symbol, given that it belongs to a Toydarian mercenary group.

If the PCs are particularly successful at slicing the security system or getting RT-3PO on their side, the droid reveals that Walisi also had a personal emergency security caller/beacon on him when he was grabbed. No signal has been received, and it cannot be activated remotely. If activated, it will alert RT (and attempt to alert the now-destroyed lead security droid) as to Walisi's location. The droid is willing to notify the PCs if it receives such a signal. Clever PCs might discover enough details to cobble together a communications device that allows them to receive the signal as well; doing so requires a **Hard (◆◆◆) Mechanics check**.

🕒 or 🕒 when slicing Walisi's security system also reveals some of his recent financial records. These include documentation of a huge payment to one Yeel Dresh.

The PCs may question potential witnesses around Trig's Speeder Shop. Using **Average (◆◆) Streetwise** or **Charm checks**, they can turn up a few people who give them a description of an armored, military-style landspeeder they saw entering and leaving the shop. The speeder looked very out of place for the neighborhood. The speeder was marked with the same trio of overlapping hex symbols that appeared on the attackers in the security footage from Walisi's, but no one recognized them.

The PCs might also try to use their Force powers to question non-Toydarian individuals or trick them into revealing information. However, if they fail with 🕒 or 🕒 in an attempt, the target might recognize their Force use and alert authorities or bounty hunters.

FINDING THE KIDNAPPERS

The PCs should have an excellent description of the kidnappers and their uniforms as a starting point. Showing around copies of the security recordings makes their job easier. PCs are likely to turn to the underworld, computer networks, or both as additional investigative points of entry. They might have a relationship with a local infochant or some other source. However, if their contact is more versed in art and business than in military matters, the individual may be of little help in identifying the kidnappers. Fortunately, the kidnappers are far easier to identify and locate than Walisi's shop was.

Table 1–2: Searching for the Kidnappers, on page 26, outlines these approaches. One piece of unexpected information the PCs might turn up, especially with a 🕒 from a Streetwise check, or from a Computers check when slicing an underworld network, is that the Gorensla kajidic is searching for Walisi. Use of a Force power such as Seek or Sense could also help the PCs gain clues.

TOUGH CUSTOMER

Once the PCs locate the mercenaries, they have a couple of choices on how to approach them. By now, the PCs should have the distinct impression that Wrecker's Mercenaries are almost certainly responsible for the kidnapping. The PCs can seek a meeting with Wrecker or his underlings through an intermediary, or they can go directly to the Royal Metalworks—announced or not.

If the PCs use an infochant or other connected intermediary to contact the mercenary (for a fee of 200 to 400 credits, negotiable), Wrecker denies any participation in the kidnapping. However, he does claim to have potentially interesting information, which he is willing to deliver in person at the Royal Metalworks for a fee of 600 credits. He expects to be paid up front upon the PCs' arrival there. If the PCs demand a neutral site, he declines. The PCs probably don't have much bargaining power over Wrecker, but a big enough payment (several thousands of credits) can get his attention.

MEETING AT THE ROYAL METALWORKS

The Royal Metalworks is easily located on any Riar map. It sits along Factory Hill, on the Low Park side. It once produced ornate metalwork for nobility all over Toydaria. The plant fell on hard times after the Clone Wars and closed about a decade ago. It consists of a cluster of about ten buildings, two of which are massive structures filled with industrial casting and cutting equipment. Baron Reeol technically owns it, but no one knows if he personally approves of its current usage or is just making a few credits in a rental deal.

TABLE 1-2: SEARCHING FOR THE KIDNAPPERS

Search Type	Skill Check Required	Result
General (public networks)	Average (◆◆) Computers	The hex symbols belong to Wrecker's Mercenaries, a regional Toydarian-led mercenary group with a reputation for annoying Imperial and Toydarian authorities with its borderline lawless operations. Despite its flouting of many laws, the group has never been permanently disbanded or its members imprisoned for long, making some think the mercenaries must have powerful connections. They are not known for kidnapping or demanding ransom.
Underworld networks (slicing)	Hard (◆◆◆) Computers	The PCs gain the public network search results, plus they discover that Wrecker's Mercenaries are well known for valuing money above all else. Their loyalty truly stops when the credits stop flowing. They are both respected and feared fighters. Kajidics are known to hire them to strike against their enemies; the mercenaries are known to have often done many jobs for the Desilijic kajidic during the past few months.
Government networks (slicing)	Daunting (◆◆◆◆) Computers	The PCs gain the public and underworld results, plus the location of an old Factory Hill-area metalworks in which Wrecker's Mercenaries are suspected to be undertaking some kind of training.
General inquiries	Average (◆◆) Streetwise	The hex symbols are easily identified as belonging to Wrecker's Mercenaries. There seems to be a large contingent of the mercenaries on Factory Hill, specifically in the old Royal Metalworks. This leads some to believe that Baron Reel or members of his staff are somehow allied with the group.
Bounty hunters, mercenaries, criminals	Hard (◆◆◆) Knowledge (Underworld)	The PC knows which bounty hunters, mercenaries, or criminals should have relevant information. If approached by the PC, a contact identifies the hex symbols as belonging to a local mercenary group and offers the underworld information listed above. The contact has heard that the mercenaries are developing an elite commando force, which is currently undergoing martial arts training in the Factory Hill area. Their Toydarian commander, known as "Wrecker," has been expanding the unit's footprint of operations, which is annoying some of the kajidics.

If the PCs arrange the meeting with Wrecker ahead of time, they receive instructions to enter through the downslope entrance, where the guards are told to expect them. If the PCs do not arrange a meeting, they may choose an entry point on their own. If they haven't learned more about the mercenaries beyond their location, the PCs may believe Walisi could be held inside. When they approach the complex, read or paraphrase the following aloud:

The Royal Metalworks has clearly seen better days. It is an enormous complex built on three terraces on the Low Park side of Factory Hill. It is surrounded by a collection of crumbling pourstone walls and rusty, intricate fences with visible gaps. Four massive artistic metal gates are spaced around the complex, with the main entry at the center of the lowest terrace. On the terraces are almost a dozen buildings, including two towering, ornate, latticelike metal structures that dominate the rest of the facility. Given the state of decay and overgrowth, it's likely the place hasn't been used for its original purpose in decades.

The PCs may use any of the four entrances. A pair of Wrecker's guards are stationed at each. Alternatively, given the long and badly maintained perimeter, there are many places where the PCs can try to sneak inside (an upgraded **Daunting [◆◆◆◆] Stealth check**). The security system failed long ago, but two pairs of mercenaries patrol the grounds on foot, along with another pair on speeder bikes. These patrols are as much training exercises as they are actual guard duties.

If Wrecker expects the PCs, read or paraphrase the following aloud when they reach the main gate.

The fence and gateposts of the main gate are impressive examples of woven metalwork, featuring long bars interwoven with intricate strands of colorful cables and perforated plates. The gate rises, pulled up like a metal curtain, to allow you to enter the grounds. A human and a Toydarian, both of them armed and armored, wave for you to approach the equally impressive metal-plated guard station next to the entry road. The guards' triple-hexagon symbols are clearly visible on their shoulders and helmets.

If the PCs approach a different gate unannounced, they should have a similar experience, except the guards approach to talk to them through the fence instead of opening the gate right away. The guards must be convinced to let the PCs enter, and they call Wrecker for approval before doing so. If attacked, the guards defend themselves, and two squads consisting of four mercenaries each arrive as backup in four rounds. Use the Riar Royal Guard Patrol Officer profile on page 19 to represent guards and mercenaries as needed.

If the PCs are expected, the two guards do their best to confirm the characters' identities. They demand proof that the PCs have the prearranged payment with them, though they don't try to take it themselves. Then, the Toydarian guard leads the PCs to the heart of the complex and into one of the massive structures. Read or paraphrase the following aloud:

The Toydarian mercenary flies quickly ahead of you, motioning for you to keep up. You enter one of the massive, latticelike structures through a pair of once-elegant doors embossed with the Metalworks' royal seal. You hear people barking orders ahead of you. A bit farther inside, you pass through a basketweave metal tunnel, which opens onto an enormous room about two hundred meters long and half again as wide. The room houses a number of large industrial machines. In addition, there seem to be many dozens of mercenaries working out and training in groups throughout the room. Some squads are rappelling down from above or climbing irregular structures. Toydarian trainers hover around their non-flying charges, yelling a familiar collection of insults, encouragement, and instructions to those struggling to complete the climb.

After the Player Characters have a few moments to adjust to the environment, continue and read or paraphrase the following aloud:

Your guide takes you over to one of the large industrial machines, which a group of officers watches while it works. It's incredibly loud and clearly in need of maintenance. As you approach, through a scratched safety window on the machine you see it bending bars, weaving cables, and welding plates, guided by a nearby industrial artisan droid.

A scarred Toydarian male with generals' rank insignia says to you, "Hold up; it's nearly done." A moment later, the machine grinds to a halt. The window rises, and a massive metal plate slides out to display an intricate sculpture featuring a stylized version of the Wrecker's Mercs symbol. The mercenaries roar in approval, and the scarred Toydarian orders it packed and taken to a large transport ship in the rear of the complex. Then, he turns and says, "I'm Wrecker, mercenary lord and now, it seems, occasional information specialist. I believe you have a lot of credits for me."

Wrecker demands payment up front. If the PCs have the prearranged amount, this is simply a formality as long as they are not trying to cheat the mercenaries. If the PCs are trying to pull a fast one, they will have a tough time of it. Wrecker is experienced enough to know a lot of cons and scams. He will probably see through them and have the PCs forcibly removed from the premises (if the PCs try especially obvious or absurd stories, this can be automatic, with no opposed check required). Alternatively, if the PCs didn't secure a deal before they arrived, Wrecker immediately negotiates one, starting the negotiations at 2,000 credits.

If the PCs attack, Wrecker's overwhelming backup is readily available. However, the chaotic layout of the plant provides plenty of opportunities for the PCs to hide among the industrial equipment and the never-ending maze of pipe and conduit lines, and then get away.



If the PCs sneak inside instead, it doesn't take long to discover a control center overlooking the plant floor. The mercenaries have turned it into a makeshift command center and have moved their own portable electronics equipment into it. Only three or four mercenaries are staffing the station when the PCs arrive; the rest are actively training below. The basics of the mercenaries' kidnapping mission are available as printouts in the center's records, including the ultimate drop-off point.

However, the details of the mission's tactics and the reason behind it aren't recorded. If mercenaries there are questioned, they may know a little about the mission's rationale, but Wrecker is the only one who knows the entire story.

WRECKER

Wrecker is a relentless haggler who sells his mercs' services at a hefty price. He prizes credits over loyalty to his clients once a job is done, and is quite willing to sell their secrets (though for very high fees). After he answers a few of the PCs' questions, Wrecker starts trying to bill them by the question, anywhere from 30 to 100 credits at a time. He calls them "service charges," "finder's fees," "analysis levies," or whatever else he thinks he can get away with.

If the PCs complain, he offers to bundle answers to five questions at a slight discount. If they refuse, he offers a small amount of information to pique their interest, then starts adding 20 credits to the fee every fifteen seconds or so until they agree to pay. Afterward, he starts over with the next item. If their credits are running low, the PCs might be able to convince him to take something else in exchange, but it must be tangible and immediately available—he won't risk waiting for later payment.

Wrecker knows the following about the kidnapping and those involved. Each point is a separate piece of information for sale.

- An anonymous patron paid Wrecker's Mercs 25,000 credits to kidnap Walisi alive and grab *Tragic Hope*.
- Wrecker doesn't know for sure why the patron didn't use bounty hunters or others with more experience in this type of operation, but he suspects the patron was concerned about Walisi's extreme secrecy and rumored high security.
- Though the patron contacted Wrecker and personally contracted the mercenaries, the patron never met at the Metalworks in person, and in the electronic communications clearly had an altered voice.
- The unknown patron provided Wrecker with Walisi's secret shop location.
- The kidnapping went relatively smoothly, with only minor injuries to his forces. They overwhelmed the security droids with superior numbers and firepower.
- Wrecker didn't steal anything other than *Tragic Hope* because leaving the rest behind was part of the contract. He suspects the patron had other plans for the remaining artifacts. (Although Wrecker doesn't know it, Jerserra's Toydarian agents have concocted a scheme to use the items as part of their Preeelos Consortium cover. They haven't had time to advance their plans to do so, however.)
- Walisi sustained some injuries during the kidnapping, but they didn't seem life threatening to Wrecker. Wrecker ensured that Walisi received first aid, though.
- Wrecker dropped Walisi at the abandoned boat docks by the old Merchant-Baron's mansion near the base of Merchant Mound Three. This location is at the edge of town, along the banks of the Windswept Lakes. He left Walisi tied up in a crate. His final payment was waiting there, delivered in several large satchels filled with coins and credit chips.
- The Preeelos Consortium, a local criminal syndicate known to be aligned with the Desilijic kajidic, uses the mansion.
- Wrecker thinks that either Preeelos or someone who owed Preeelos a great deal hired his forces, likely due to Walisi's rumored troubles with the Desilijic kajidic.

Once business is concluded (or when the PCs run out of credits), Wrecker tosses them out.

WRECKER [NEMESIS]

One of the more prominent mercenaries operating in the region, Wrecker styles himself as more than just a cheap tough. Lately, he has been branching out into information brokering. Although the bulk of his credits still come from violence—like the theft and kidnapping the PCs are investigating—he knows time catches up with everyone, and that he needs to shift to a less physical line of work at some point if he wants to maintain his power base.

THE GORENSLA CONNECTION

The Gorensla kajidic is actively searching for Walisi, having heard rumors of the kidnapping a few hours before the Player Characters' arrival at Walisi's shop. The PCs beat Gorensla to the shop, however, Gorensla's searchers have no trouble questioning RT-3PO, if the droid is left to tend the shop. Gorensla is not currently on good terms with Wrecker's Mercs, so it will have trouble negotiating a meeting. If the PCs gain \oplus on **Streetwise** or **Computers checks** while searching for Walisi, they can learn that Gorensla is looking for the Toydarian. Most suspect that Walisi angered Gorensla as well as the Desilijic kajidic.

Gorensla and Walisi have had a profitable business relationship in which Walisi appraises art and artifacts "acquired" through Gorensla's connections and recommends potential buyers. This enables Walisi to profit from stolen works and works with questionable provenance without actually handling the thefts himself. Gorensla also buys art and artifacts directly from Walisi to present as gifts, bribes, or payments to Hutts, officials, and others they deal with on Toydaria and in other systems. These artifacts are shipped through Bog Bay.

3	2	2	4	3	4
BRAWN	AGILITY	INTELLECT	ENDURANCE	WILLPOWER	PERCEPTION
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	MAN. DEFENSE		
4	10	15	1	1	

Skills: Brawl 2, Charm 2, Cool 2, Deception 3, Knowledge (Underworld) 3, Leadership 3, Negotiation 1, Perception 2, Ranged (Light) 3, Streetwise 1, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Nobody's Fool 2 (upgrade the difficulty of any Charm, Coercion, or Deception checks attempted against Wrecker once).

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 defense, +1 soak), comlink, datapad.

EMERGENCY BEACON

If things do not go well with Wrecker, Walisi's emergency beacon eventually activates when one of Jerserra's agents mistakes it for a normal comlink. RT-3PO contacts the PCs if they are on good terms, or the PCs might get the signal directly if they retrieved relevant information from Walisi's security system. The beacon clearly comes from somewhere on the Preeelos Consortium mansion grounds, but it stops broadcasting after fifteen minutes.

RESCUING WALISI

Gathering information about the old Merchant-Baron's mansion and the Preelos Consortium isn't difficult. The Consortium is well known in the Riar underworld. During their earlier searches, the PCs might have heard the name in passing from a troubled local smuggler or street tough. If not, it doesn't take long with a successful **Average** (♦♦) **Streetwise** or **Knowledge (Underworld)** check to discover that the Preelos Consortium has been very quiet since losing the backing of the Desilijic kajidic several weeks ago. If the PCs try to set up a meeting, no one can raise their normal contacts in the Consortium (if they have any). There are rumors that Preelos is trying to get back into Desilijic good graces but might be failing since it is also making overtures to ally with other syndicates.

The Preelos Consortium is heavily associated with the century-old Merchant-Baron's mansion. Some say it is the Consortium's headquarters, while others think this is just its most public front and that its main headquarters are elsewhere in Riar. The mansion is located on a dramatic embankment at the edge of one of the Windswept Lakes. Tall trees with thick canopies conceal it from the air, but it is known to have a dramatic facade visible from the lake's surface. It has a private dock, and there are a few neighboring docks that are assumed to belong to others, but no one can seem to confirm this. (The Consortium secretly owns the adjacent properties as well.) The grounds are vast, but mostly for show, Toydarian-style. The lake and relatively historic mansion are easily located on any Riar maps the PCs might acquire.

It is difficult for the PCs to find anyone with more than a passing knowledge of the area. They can discover the general arrangement of the lake, docks, and mansion grounds, but no one seems to have detailed information on the interior. Ultimately, the PCs need to go there and perhaps scout it out before they attempt to enter. What the PCs do not know (yet) is that Jerserra's Toydarian agents have taken it over to use as a base of operations for the kidnapping as well as her secure hideout when she arrives.

GETTING TO THE MANSION

The mansion is located on the outskirts of Riar, at the base of Merchant Mound Three. Though it sits at the very edge of the city, flying vehicles (including jetpacks) are still prohibited. Landspeeders and wave-skimming speederboats are the quickest way to the mansion.

Flying any sort of aerial vehicle or starship to the location immediately attracts a Riar air patrol (see page 19). The patrol pursues any such vehicle and attempts to arrest the occupants and impound the vehicle. At

minimum, the driver is fined 10,000 credits for an average airspeeder or speeder bike, and the amount multiplies for larger vehicles and faster speeds. Nel Henol or anyone else the PCs try to rent a speeder from informs them of the restrictions, and the PCs might also see the royal guard arrest someone for such violations. There are two main approaches to the mansion: the Merchants' Raised Road and the Windswept Lakes.

THE MERCHANTS' RAISED ROAD

The Merchants' Raised Road is a historic thoroughfare. It winds through the wetland estates of the wealthy merchant class, whose power is a close second to royal power in Riar. The four-lane divided thoroughfare comprises a well-maintained series of bridges and roads that cut through the swampland, jumping from island to island. Some bridges are old stone or wood structures, while others are modern metal replacements. The road has a moderate amount of traffic, including speeder trucks, as it was originally built to facilitate faster trade between Riar and nearby towns. More efficient routes superseded it long ago. Royal guard landspeeders patrol the road regularly.



MANSION STATUS

The PCs arrive at an opportune moment (perhaps the Force is with them). Fearful that something might go wrong, "Boss" Trelon (the commander of Jerserra's local group of smugglers and infochants) decided to make sure her arrival on Toydaria and trip to the mansion would go smoothly. He met Jerserra and twelve of her most loyal mercenaries at Riar Starport with two airspeeders in order to escort them to the mansion's premises. This was totally unwanted, though; Jerserra was unimpressed and angry that Trelon wasn't guarding Walisi and the shard himself.

When the PCs arrive at the mansion, Jerserra, who is still at the starport, senses through the Force that something isn't right. Instead of taking Trelon's transport, she reboarded her vessel (an HT-2200 medium freighter modified to carry up to twenty passengers; see page 264 of the **FORCE AND DESTINY** Core Rulebook for the standard profile) and orders the pilot to fly her, her mercenaries, and Trelon directly to the mansion.

Inside the mansion, six of Jerserra's Toydarian agents are actively converting the building into a secret command center. These agents are posing as members of the Preeelos Consortium. Two of the agents (Loorek and Ileon) help four technicians unpack and install new electronic equipment, almost none of which is currently operative. Loorek and Ileon deal with all face-to-face meetings with visitors. Personnel and droids always act as members of the Preeelos Consortium and never mention any hint of outside control (and certainly never mention Jerserra's name).

Rounding out the operation are twenty security droids, dozens of maintenance droids, and four medical droids. The medical droids tend to Walisi and ten actual Preeelos Consortium members currently held unconscious in stasis pods hidden in the vault (see page 34). Two security droids patrol the grounds and are sent to investigate any suspicious activity, while ten more patrol the building itself. The remaining eight security droids are newer and far more dangerous than those the Consortium left behind, so they are held back and out of sight until needed.

About half of the residences along it are visible from the Raised Road. Private roads of similar configuration connect each estate to the thoroughfare. Each residence has a fancy gate clearly built to impress visitors, as well as for security. Many appear to have been built by the Royal Metalworks, including the one for the Merchant-Baron's mansion. It takes about thirty-five minutes to get to the mansion gate from the top of Merchant Mound Three via landspeeder.

If the Player Characters arrive via road, read or paraphrase the following aloud:

Tall trees with thick canopies combine with the overcast skies and steady rain to blanket the area in a misty twilight. After you pass over one of the Raised Road's old stone bridges, you see one of the customary turnoffs to a private lane of thick, manicured grass. This one features a pair of massive, rusty metal gates hung with heavy-duty hinges. Decorative elements include geometric patterns. A similar perimeter fence is equally old and impressive. Not everything is old, however: you notice a pair of new security sensors at the top of the gateposts. No guards are visible, although you see a corroded call button and speaker on the right gatepost.

The sensors are active, and similar units are spaced on the fences and walls around the perimeter of the grounds. While the ones on the doors are new, however, the rest are older and in great need of repair. Sneaking by the gate sensors requires an upgraded **Hard (♦♦♦) Stealth check**, while getting past the perimeter sensors requires an upgraded **Average Stealth (♦♦) check**. With a ⊕ result on a Stealth check, the Player Characters might discover a sensor that no longer functions. If the perimeter sensors detect a problem or threat, a security droid (see page 39) is dispatched to investigate, arriving in a few minutes.

If the Player Characters push the call button on the gate, Loorek, a Toydarian agent, answers. Read or paraphrase the following aloud:

A small, disk-shaped portion of the metal fence swings down on a hinge to form the base of a holographic projector, sitting about at eye level. The image of a Toydarian male dressed in formal clothes flickers into existence. The image peers at you and says, "What do you want? We didn't order anything!"

Given the sensitivity of the situation, Loorek isn't inclined to let the PCs in unless he thinks they are potential allies or obvious Force users. If the PCs know Preeelos is looking for allies and present themselves as such, or as representatives of potential allies, Loorek may agree to meet them in the front foyer (see map location **G1-Entry Pavilion**, on page 33). He sends one of the security droids to escort them to the building.

TOYDARIAN AGENT [RIVAL]

Jerserra has a small group of agents on Toydaria. Its members keep a low profile due to the Hutt operations here. Led by "Boss" Trelon, the group was an almost-forgotten part of her growing power base until one of its members reported news of the auction. Immediately recognizing the shard within the statue, Jerserra ordered the agents to arrange to retrieve it and kidnap its seller. Now, they hold Walisi and *Tragic Hope*, awaiting her arrival.

The GM can use the following profile as needed for Loorek, Ileon, or any of the other local Toydarians who serve Jerserra on this world.



Skills: Brawl 1, Coercion 2, Computers 1, Deception 2, Knowledge (Underworld) 2, Perception 3, Ranged (Light) 2, Streetwise 2, Vigilance 2.

Talents: None.

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak), secure comlink.

AT THE DOOR

If the PCs reach the mansion's front door, read or paraphrase the following aloud:

Following the long private lane, you emerge from the trees into an enormous paved roundabout in front of the mansion. Abutting half of the entry ellipse is a concave, two-story, stone-and-metal façade with a round, three-story tower at each end. Set into the façade and towers are small, dark, round windows, although the towers appear to be garages, given their large doors. In front of the façade is a single-story, pavilion-like entry building with a curved stone-and-glass front that extends into the paved area. The stonework is a dirty white shade. The glass is heavily tinted and difficult to see through, but you notice blinking lights that float and bob to either side of the ornate metal doors.

The lights belong to the photoreceptors and sensors of two security droids guarding the door. If the PCs have been invited in, the droids open the doors as they approach. If not, the droids immediately burst outside, the doors closing and locking behind them. They notify those inside via comlinks while demanding that the PCs stop and identify themselves. If the PCs attack instead of complying, the droids defend themselves and stall the characters' advance until reinforcements arrive. Any of the mansion's doors may be opened with a **Hard** (◆◆◆) Skulduggery check.

If Loorek has the PCs escorted in, once they are inside he assesses their potential. If suitably impressed, he asks them to stay until his supervisor arrives (Boss Trelon, who should be back soon). He notifies Trelon via comlink; if the PCs aren't convincing or cause any trouble, he orders security droids to escort them back to the road.

If the PCs display any recognizable Force powers or wield lightsabers, Loorek tries to stall them to keep them on the grounds until Trelon and Jerserra arrive. He immediately calls Trelon to report the situation, and he orders the droids to play cat-and-mouse games with the PCs to prevent them from leaving, even if it means allowing the PCs farther into the building.

THE WINDSWEEP LAKES

The Windswept Lakes are a cluster of open areas of water where the swamp meets the bases of the Merchant Mounds. There are over a dozen lakes of various sizes, divided by island chains and small hills. The Merchant-Baron's mansion sits on the shore of the largest lake. The lakes are aptly named, as strong winds generate white-capped waves daily; calm water exists only briefly.

It takes about forty-five minutes via landspeeder (or a combination of landspeeder and speederboat or repulsorlift waveskimmer) to reach the mansion's lakes from the top of Merchant Mound Three. While it is possible for landspeeders to make the entire journey, they are difficult to maneuver through the strong wind and tall waves. The GM can call for period **Difficult** (◆◆◆) **Piloting (Planetary) checks** to represent the rough conditions, with ▼ indicating the PCs should slow down. If they do not, the difficulty on the next Piloting check should be upgraded once (◆◆◆), and ☹ means their vessel has capsized.

Boats and waveskimmers are easily rented at the base of the Merchant Mounds or at one end of Transit Hill. Getting from Transit Hill to Merchant Mound Three requires traveling across most of the city via the lakes and swamps; takes four or five hours due to the labyrinthian nature of Riar's streets. Air routes take half the time, but travelers must remain in designated lanes or face the wrath of local air patrols.


Navigating the lakes and connecting waterways requires electronic navigation aids or a guide. The PCs might also try to use Force abilities to guide the way, although this is difficult and likely to take longer even if successful. When the PCs can see the mansion, read or paraphrase the following aloud:

As your craft bounces on the choppy waves battering the hull, you can start to make out a massive white structure tucked into the darkness of the tree-covered lakeshore. Despite dark clouds and rain, the lake's reflective shimmer contrasts with the dimness under the trees. The building is a prominent dwelling atop a rocky embankment rising fifteen meters above the shore. A formal, glassed-in entertainment hall sits at the top of an outcropping, the rest of the building fading into the mist behind it. You can make out the vague outlines of convex structures several stories tall immediately behind the hall.

It is difficult to ascertain where the shore begins and the lake ends. Some trees grow up out of the water, while others rise from the land. You see huge, complex speeder and skimmer docks floating on the water at the neighboring estates, located about a kilometer away to each side, providing a different example of what can be purchased with significant wealth.

The dock at the Merchant-Baron's mansion is a long, semicircular structure at the base of the outcropping. There are spaces for a dozen boats or skimmers, but they're all empty. At each end of the dock is what appears to be an elegant lift from the dock level up into the base of the mansion above. Several mansion windows glow with light from within, but you don't see anyone outside or on the docks.

Each of the three docks has a visible sensor pod mounted high on a pole. These function the same as the sensors on the fences. The neighbors' docks each have three open-air slips and two slips in a garage. There is an old waveskimmer at each dock. Each neighbor's dock is connected to its estate by a raised metal boardwalk. The boardwalks disappear into the trees, leading to the currently abandoned mansions, which are not visible from the shore. At the Merchant-Baron's mansion, lifts are used instead of boardwalks. Each of these lifts can carry up to ten passengers from the floating dock level up through the bottom of the overhanging building structure and into a reception area (see **G7—Lakeside Lifts**, on page 34).

There are two other options if the Player Characters want to sneak in and avoid the obvious paths. With a successful **Hard (◆◆◆) Perception check**, they see several areas where clusters and rows of trees block views from the mansion. This enables the PCs to bring their vehicle close without easy observation from the mansion, if desired. With , they also see a dark opening at water level in one of the small coves that might lead to a cave or an underground garage for the mansion.

The sensors detect landings at any of the docks and alert Loorek in the command center. He sends a pair of security droids to investigate. If the PCs try to talk to the droids in a gambit similar to the one that could occur at the front gate, the droids function as conduits for communication and negotiation using a built-in holoprojector. See **The Merchants' Raised Road**, on page 29.

The cave holds a private dock. Ileon looked it over when the group took over the mansion; he thinks it is unusable and hasn't checked it out beyond determining that. If the PCs attempt to drive their vehicle into the cave, it is immediately apparent that the water level is higher than normal, making it a very tight squeeze to get the vehicle inside. Moving at speed without hitting the walls requires an **Average (◆◆) Piloting check**; if they go slowly, no check is needed, but it takes a couple of minutes.

Inside, they find the dock flooded, and a pair of internal doors are half-submerged in water. The doors can be opened manually, but when they are, water floods in, taking anyone nearby in with them. Inside is a small reception room about ten meters square, with an ostentatious staircase leading to a closed door about five meters up. The doors conceal a broken lift that connects to the mansion (see **W5—Friend Guest Wing** on page 35). It is about eight meters up to the mansion from the top of the lift. The PCs may attempt a **Hard (◆◆◆) Athletics check** to climb up to the doors. A **Hard (◆◆◆) Athletics** or **Skulduggery check** slides the doors open. The PCs can perform a **Hard (◆◆◆) Mechanics check** to repair the lift.

THE MERCHANT-BARON'S MANSION

Once the PCs are on the premises, refer to the map on page 33 and use the area descriptions in this section as the characters proceed to search for Walisi. The mansion comprises eight curved wings along a wide central spine. The first wing forms the entry area from the Raised Road. Beyond the last wing is a large entertainment hall that overlooks the lake. Most of the wings hold a combination of living areas and display spaces. The original Merchant-Baron used the building for grand entertainment events that also served to show off wares from throughout and beyond Toydaria. The Preeelos Consortium hasn't had nearly the numbers to fill out the mansion, but it used it for impressing others and as its own headquarters. Since Jerserra's personnel took over, the number of inhabitants has dwindled even further.

Jerserra's agents and their security droids are on their own until their commander, Trelon, returns with Jerserra. Two major events take place in this location, both of which are triggered just after the PCs discover that Walisi is held in a stasis pod in the vault (see **G5—The Vault** on page 34) and have had a moment to assess the situation. When the PCs start to act, they are interrupted by Gorensla's enforcers, who have finally tracked Walisi's location (see page 38). The enforcers assume the PCs are involved with the kidnapping operation and try to take Walisi for themselves. Just as that happens, Trelon arrives with Jerserra (see page 40), and things get very hectic for all three sides.

Since this is a sprawling, multilevel mansion, only certain areas are covered in detail. Most of the major spaces are on the Grand Promenade level. The rest of the rooms on the upper levels are similar to those described, and a fair number of them have gone unused for years. The GM is free to elaborate as needed if the PCs go off exploring or if chases carry any characters into unexpected locations.

THE GRAND PROMENADE

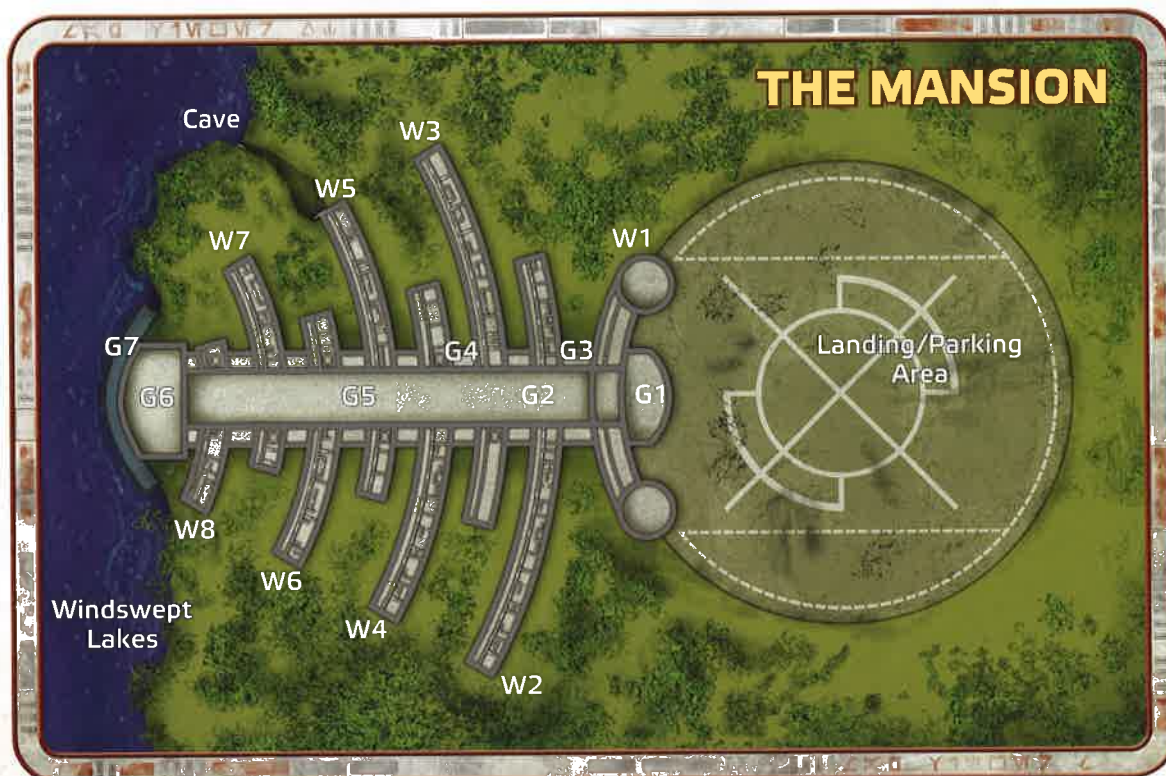
The main level features the Grand Promenade, which connects the front entry, all of the wings, the main entertainment rooms, the kitchens, some of the living spaces, and Lakeside Hall. It also offers the only access to the vault.

GRAND PROMENADE LOCATIONS

- G1:** Entry Pavilion
- G2:** The Grand Promenade
- G3:** Promenade Service Alcoves
- G4:** Promenade Entertainment Alcoves
- G5:** The Vault (Hidden Entrance)
- G6:** Lakeside Hall
- G7:** Lakeside Lifts

WING LOCATIONS

- W1:** Entry Wing, Carages, and Service Rooms
- W2:** Staff Wing
- W3:** Business Guest Wing
- W4:** Business Partner Guest Wing
- W5:** Friend Guest Wing
- W6:** Family Guest Wing
- W7:** Business Administration Wing
- W8:** Master Suite



- **G1—Entry Pavilion:** A nearly separate building, this large room receives guests and holds pre-function activities for big events. The walls are made of wide transparent panels within a stone frame. Colorful patterns in the hard floor mimic the design of the main gates and doors. Two security droids stand guard at the door. Another set of equally ornate metal doors leads into the Grand Promenade proper. The entry pavillion features a variety of furniture, mostly from the late Republic era. There are numerous pedestals and freestanding partitions for displaying trade goods or artwork. Most are empty, though there are enough statues and installations to offer some cover for sneaking around or protection.
- **G2—The Grand Promenade:** This 250-meter-long hall is a barrel vault of stone and metal thirty meters wide and fifteen meters tall (to the top of the arch). Decorative arched alcoves line the hall; some still hold sculptures, paintings, or holographic art. The lighting is dim, with accent lighting on the art and in the alcoves. The barrel vault has continuous strips of lighting along its base, casting radiance upwards. There are no windows to the exterior.

Where the Promenade meets one of the wings, a pair of transparent doors leads to an adjoining lift on one side and a long corridor on the other side that accesses rooms in that wing. Solid doors in the walls between the wings open into the entertainment and service spaces. Located under the dark, multicolored tile floor about two-thirds of the way down the hall, is the vault (see page 34). Normally, four security droids are stationed in the Promenade: one at each end and two patrolling the room. If the PCs sneak through the Promenade, the alcoves provide places to hide. However, the security droids may also use them to ambush the characters.

- **G3—Promenade Service Alcoves:** Alcoves of this type typically have one or two specific functions. Some hold refreshers and storage rooms. Four alcoves have droid rechargers that are used by the security and maintenance droids. These also serve as ready stations from which droids can immediately respond to issues. Each droid alcove holds two silhouette 0 maintenance droids that immediately respond to clean up damage or spills. This is surprising and disruptive if it occurs during combat; these droids might also blow a character's attempt to sneak through the hall.

The storage rooms hold some of Jerserra's new, unopened equipment. PCs can tell it is highly advanced communications gear that would be unusual for the Preeelos Consortium to own. The equipment has no identifying symbols, but a successful **Hard (◆◆◆) Computers or Knowledge (Education) check** reveals that the models and types of gear are most often used by the Imperial government, powerful corporations, and the Rebels. Jerserra arranged for the items to be acquired via theft and delivered to the mansion when she received notice of the successful kidnapping.

- **G4—Promenade Entertainment Alcove:** The entertainment alcoves serve as specialized entertainment zones throughout the Promenade. None of them are active when the PCs arrive. Several have full-service bars or serving counters for food and drink during major events. Some offer small private seating areas for informal meetings or spaces in which to congregate during events. Two contain large holographic projectors with supporting sound systems. These are capable of projecting huge images into the Promenade.
- **G5—The Vault (Hidden Entrance):** The Merchant- Baron's vault is as much a showpiece as it is secure storage, and is very spacious to allow the items within to be properly appreciated. It is located two-thirds of the way down the Grand Promenade. The top of the vault is actually part of the hall floor. A pedestal there holding a Toydarian noble's helmet conceals a control pad for raising and lowering the vault. The vault is a room fifteen meters square and ten meters tall, with two doors on opposite sides on the long axis of the Promenade. A wide band of thick transparent panels wraps around the vault, allowing those outside to clearly see but not touch its contents. See **Discovering the Vault**, on page 36, when the PCs reach this location.
- **G6—Lakeside Hall:** Lakeside Hall sits at the end of the Promenade behind a pair of large metal doors similar to the other ornate doors in the mansion. This grand room ends in tall, wide windows affording a fantastic view across the lake, although the view is currently diminished by the rain. The glass is framed with artistically carved columns. The ceiling has an open metal-truss structure that gives the room a lighter feeling than the Promenade's heavy stonework. The hall easily seats hundreds, and dozens of tables and chairs remain in place in one half of it from a previous engagement. A stage with an automated entertainment unit sits to one side; the unit has built-in lighting, holoprojectors, speakers, and even a few musical instruments. The lakeside lifts come up through the floor adjacent to the windows.
- **G7—Lakeside Lifts:** The lakeside lifts provide direct transportation from the dock below into Lakeside Hall. They are dedicated open repulsorlift platforms with metal mesh railings. Each holds ten people and rises at a leisurely pace. The lifts usually stand ready at the upper stations within the Lakeside Hall. There are control pads at the dock stations to call a lift, but the controls require a security key or access code.

A **Hard (◆◆◆) Skulduggery check** bypasses security. At the upper stations, the lifts are each enclosed in a large transparent room that doesn't open unless the lift is in place.

THE WINGS

The first wing holds transportation and security services. The other wings are largely living and gallery spaces, with the notable exceptions of the master-suite-turned-command-center and the underground entry. The first floor of each wing is accessible from doors off of the Grand Promenade. The second floor is accessed via a lift lobby that makes up the short end of the wing that extends beyond the Grand Promenade. There is also an exit stair at the end of each wing. A corridor runs along each wing's west side, serving rooms to the east of it. Most wings have at least one kitchen for serving guests.

- **W1—Entry Wing:** This crescent-shaped building is split by the Grand Promenade. In front of the wing is the entry pavilion (see **G1—Entry Pavilion**, on page 33). The two-story wing holds many of the support services for the mansion. Small, circular windows can be seen along each side. The rooms all face the roundabout, while the corridor extends along the back side. At each end is a three-story circular tower garage. Each garage can hold up to four silhouette 3 vehicles on the lower level. The entry wing has an off-center upper platform on which an average-sized airspeeder can park. A ladder connects the platform with the garage floor, and a set of doors connects the platform directly to the second level.

The **North Garage** holds one beat-up landspeeder and a pair of speeder bikes. It also serves as a maintenance shop, holding a variety of tools and parts at a large workbench. A partially disassembled maintenance droid sits on the bench; any PC with the Mechanics skill can repair it a matter of minutes (no check required).

The **South Garage** contains a very large landspeeder truck. The vehicle's back is open, and it has been partially unloaded. The main remaining item here appears to be a sarcophagus on a repulsor sled. The sarcophagus is empty, but it has unusual electronics and surface-mounted readouts on top. There is a window over where the occupant's face would be. A **Hard (◆◆◆) Medicine or Mechanics check** reveals that the modifications are for medical monitoring, which is odd for a simple business location. The sarcophagus has been converted into a stasis pod (see **G5—The Vault**, on this page), which a **◆** result clearly reveals. Packing crates and similar materials are piled off to one side. Some of the packing labels indicate the packaging held sensors useful for protecting estate grounds and perimeters.

Most of the **North Wing** of this location holds service-related rooms, including rooms for several power generators, electrical controls, and communications equipment. Disrupting the generators cuts power to the mansion, but battery-powered auxiliary systems kick in immediately for critical systems, including limited lighting and the vault.

Cutting communications works, but Jerserra's personnel already have their own basic setup operating in their new command center. The wing's second level holds what appear to be long-abandoned administration offices.

The **South Wing** includes the mansion's original security control room. If Jerserra's agents here are aware of the PCs' presence on the grounds, they station one of the technicians in this room to keep track of them. The basic house security is still routed through this room, but it is obviously undergoing some work. There are new but incomplete security systems in the command center. The second level has several currently unused offices. Slicing the basic house system requires a **Hard (◆◆◆) Computers check**. This gives access to about half of the sensors on the grounds, the basic house layout, and roughly a third of the still-connected interior sensors.

A successful slicing attempt also lets the slicer detect a large number of ongoing encrypted data transfers between the infirmary and an unlabeled system somewhere in the mansion. Getting into the new system requires a **Daunting (◆◆◆◆) Computers check**. If it is successful, the PCs can access the remainder of the security system and the infirmary's computers located in the Business Partner Guest Wing. The remaining rooms in the south wing store various household supplies and grounds-keeping equipment.

- **W2—Staff Wing:** This two-story wing was primarily used for housing live-in staff and their personal guests. It also holds staff-only entertainment areas, a kitchen, and a dining room. It is unoccupied at the moment (and has been since Jerserra's personnel took over), but it shows signs of relatively recent use.
- **W3—Business Guest Wing:** This two-story wing was used to house and meet with guests who were primarily interested in business deals with the Merchant-Baron. They were not regarded as personal friends or family, so security for this wing was more stringent than it was for others. The accommodations range from single rooms to entire suites complete with conference rooms.
- **W4—Business Partner Guest Wing:** Similar to the Business Guest Wing, this wing was reserved for those with whom the Merchant-Baron already had strong business ties. This wing has a four-room infirmary on the first floor, immediately inside the door from the Promenade. The infirmary is fully stocked, as the Consortium treated their sick or injured members here when needed. The medical droids that normally work here are all in the vault (location G5). However, the medical computers are housed here; anyone who successfully accesses them using a **Hard (◆◆◆) Computers check** quickly realizes that a significant amount of medical monitoring data is coming from somewhere near the middle of the Grand Promenade (the signal comes from the vault).

The PCs can determine (no additional check needed) that the information is for eleven individuals (six Toydarians, four humans, and one Rodian). One of the feeds is labeled "Walisi," and the PCs should recognize several

INTRUDERS!

At some point in the operation, Jerserra's agents detect the PCs' presence. Exactly when relies heavily on the PCs' approach to entering the mansion. If they are careful, stealthy, and have a plan to disable the security droids without sounding the alarm immediately, the PCs might not be discovered until they find the vault. If they successfully talk their way in, they might get far inside before there is an issue. More likely, the PCs will try to sneak in and at some stage set off a security sensor alarm in the command center or attract the attention of the security droids. Since the security system is incomplete, the GM has some leeway. Perhaps the sensors aren't working (an excellent way to spend ☞) or are old and regularly malfunction.

The mansion is sizeable and understaffed to the point that the PCs should have many chances to hide or escape before reinforcements arrive. Once anyone detects the PCs on the grounds or in the mansion, the security droids go on high alert. They actively patrol the grounds and the building. The number of droids in the Grand Promenade is doubled, with two of the newer models taking up positions near the vault in opposite alcoves to ambush intruders. When the PCs are discovered in the building, agents Loorek and Ileon each lead a team of three droids. The techs working in the Master Suite Wing rely on the security droids for safety and only engage if discovered or if the agents order them to protect the vault as a last resort.

The agents immediately notify Boss Trelon of any suspicious activity on the grounds. Trelon and Jerserra don't arrive, though, until the PCs reach the vault (see **Opening the Vault**, on page 36). They also arrive if the PCs decide to leave without finding the vault first.

of the others listed as being known Preeos Consortium members. The PCs can also locate Walisi's interrogation recording on the system, which reveals Yeel Dresk's identity as the statue's previous owner.

- **W5—Friend Guest Wing:** Nearly identical to the Business Guest Wing, but once reserved for personal friends of the Merchant-Baron and his family. A secret lift at the far end of the wing lowers lift passengers into the hillside to access a hidden cave entrance to the northwest of the mansion.
- **W6—Family Guest Wing:** Also similar to the Business Guest Wing, but with much nicer finishes and many more amenities. This wing housed the Merchant-Baron's extended family in a series of rooms, suites, and full-fledged apartments. The Preeos Consortium allowed most of its members to live here when using the mansion. Many of the rooms still contain assorted restricted legal goods and illegal items, as the agents haven't had time yet to search or otherwise deal with the rooms.

- **W7—Business Administration Wing:** This three-story wing housed the Merchant-Baron's business offices. Owning so many different kinds of businesses, the Merchant-Baron required a large staff here. The Preeelos Consortium used some of the offices for similar tasks, and there are considerable records of the Consortium's deals and personnel in the office computer systems.
- **W8—Master Suite Wing:** This three-story wing is the shortest in length. It held the Merchant-Baron's master suite and family residence. It has the highest security of all the wings, at least one grade higher than the rest of the building. The agents are currently converting this area into its new command center. Packaging is strewn about, as Toydarian techs have been installing new security systems, communications gear, and sensors to protect the estate. If the characters find this room, it is obvious that it is being turned into an important installation. The first floor of the wing has already been rebuilt into a detention area; should security droids or agents capture any PCs, they end up there. There are always at least three technicians working in the command center. A security droid stands guard at the lift lobby, and another stands at the entrance to the first level of the wing.

DISCOVERING THE VAULT

They don't know it, but everything the PCs are looking for is in the vault. *Tragic Hope* is in one of the transparent display cases along one side, while Walisi is being held in stasis along with ten Preeelos members lined up in individual pods. Four medical droids attend to them. Since the vault is concealed under the floor of the Grand Promenade, its existence is not obvious. However, there are several ways the PCs can discover it:

- When the PCs are on top of the vault in the Grand Promenade, a **Hard (◆◆◆) Perception check** reveals deep scratches in the tile floor that stop abruptly at a particular seam between tiles. The Consortium and Jerserra's agents weren't careful enough when moving items into the vault and periodically damaged the floor in the process. The scratches stop where the door is located when the vault is raised.
- The security droids know where the vault is, but they are highly unlikely to reveal its location. It might be discovered if the PCs reprogram or slice the droids (a **Daunting (◆◆◆◆) Computers check**).
- All of Jerserra's agents and techs know the vault's location. The agents, the lead technician, and the medical droids all have the access code. Boss Trelon and Jerserra have code cylinders that provide access.
- Using the Force can help guide their way. The PCs might sense the feeling of living beings under the floor. If they try to use a Force power to see the future or past, they might catch a glimpse of the vault in a raised position. How much of the rest of the area they see is up to the GM; the more the GM allows the PCs to see, the quicker their search is. Of course, the better their abilities, the more they should see or sense.
- Once the PCs are close to the mansion, some Force sensitives might start getting uneasy feelings from the shard (in *Tragic Hope*) that intensify as they near the vault.
- If the PCs slice into the mansion's computer system, they likely discover the medical monitoring traffic on the network between the medical droids, stasis pods, and command center. The house security system indicates that there appears to be a small room (the vault) with a significant alarm system protecting it. The alarm can be disabled, but the controls to raise and unlock the vault are not connected to the same network (or to any other network the PCs can access).
- If one or more PCs are captured, one of the Toydarian agents might have them locked into a pod (unconscious or not) and stashed in the vault until Jerserra arrives. It is unlikely they could get themselves out, but if they are conscious, the GM should allow them to overhear the medical droids at work or reporting to the command center. There should be no question who is in the rest of the pods. Any captured lightsabers end up locked in a display case opposite the case with *Tragic Hope*.

OPENING THE VAULT

There are several ways to raise the vault:

- A keypad and a code cylinder port are hidden under an ancient and gaudy Toydarian royal helmet, which is on a display pedestal located halfway along the Grand Promenade. Moving the helmet triggers an alarm in the mansion's security control room (see **Entry Wing**, on page 34) and in the new command center in the Master Suite Wing (W8), but it does not sound in the Grand Promenade itself. A successful **Daunting (◆◆◆◆) Perception check** reveals the keypad location if the PCs conduct a general search of the area. Raising the vault from its concealed position under the floor takes a **Daunting (◆◆◆◆) Skulduggery check**, or a **Hard (◆◆◆) Computers check** to slice the code cylinder port.
- The PCs can use the Force to lift the vault, which is silhouette 3. Unless they find a way to keep it raised, though, it slowly lowers when they stop holding it in position. The slow descent is a safety feature to prevent the vault from slamming down in case of a mechanical mishap. It takes the vault about two minutes to completely return to its lowered position.
- A PC can use a lightsaber to cut a hole in the half-meter-thick floor of the Grand Promenade over the vault. Cutting a hole big enough for a human takes roughly one minute. The chunk of floor might damage one or more droids or sarcophagi if it falls to the vault floor. If it falls, the crash booms and echoes around the hall, attracting security droids or other nearby guards. The medical droids in the vault assume it is some sort of accident and call it in to security if they have the opportunity to do so.

THE SHARD

The angular gray stone that *Tragic Hope* holds glows with a slight greenish hue. The shard is about forty centimeters long and fifteen centimeters at its widest points. It has a damaged hexagonal shape, and obviously broke off of a larger cluster. The shard is held by a short, polished stone statue: a stylized humanoid head and torso with arms outstretched overhead, the shard clasped between both hands. It is easy to slide the shard out with a small amount of effort.

The PCs' initial encounter with the shard probably occurs when they first enter the mansion: they detect a subtle disturbance in the Force that conveys a mix of fear and opportunity. The PCs can get a general sense of what direction it comes from, but they cannot pinpoint a location. The feeling gets substantially stronger when they are within about twenty meters of the shard.

When the PCs first see the shard, they feel a distinctive presence in the Force, one that they have never experienced before. It seems significant, and the feeling of opportunity actively draws their attention to the stone for about a minute (add a \square to any Force user's skill checks during this time, unless the PC succeeds on a **Hard** $\{\diamond\diamond\diamond\}$ Discipline check).

Whenever a PC touches the shard itself with his bare hands (not the statue holding it), all other Force-sensitive characters within ten meters feel a distinct chill and uneasiness. The character touching the shard instantly feels a momentary surge in one aspect of

the Force that character is familiar with. If the PC is actively trying to use a particular Force power or Force talent, that power or talent gets a minimal surge. The exact effect is up to the GM: \square could be added to the next check, for instance. However, a randomly chosen Force-sensitive PC within ten meters instantly receives \square to that character's next skill check (if one is made within a few minutes). A positive effect of longer duration is harder to achieve on purpose without practice. When to allow such an effect is up to the GM. See the **Using the Shard** sidebar, on page 51, when the PCs have time to study the shard more thoroughly.

A PC who isn't actively using a Force power when touching the shard might receive a brief and murky vision instead. While the vision can convey anything the GM finds useful for the PC in the current situation, it is likely a sudden feeling of something or someone sinister and harmful—such as a dark side Force user—approaching in the immediate future. Note that the PCs receive more frequent visions over time (see **Terrible Visions** on page 48).

PCs receive 1 Conflict the first time each day that they touch the shard barehanded. Thereafter, they receive an additional Conflict whenever they intentionally try to gain benefit from it. Any PCs who are negatively affected by the shard's power also receive 1 Conflict, as they are likely angered, worried, confused, or frightened by whatever the shard's power has done to them. Such PCs are absolutely certain their feelings have been caused by the shard's use.

- A PC can use explosives to blow a hole in the floor of the Grand Promenade over the vault. This is similar to blowing a hole in a blast door, so falling debris almost certainly significantly damages the droids and sarcophagi. The explosion also brings every nearby security droid and Toydarian agent to investigate.

When the PCs raise the vault, read or paraphrase the following aloud:

An enormous section of the dark, multicolored tile floor slowly begins to rise. The mechanism is surprisingly quiet for such an old installation. An area fifteen meters square rises up ten metres, forming a room with short extensions on the two sides nearest the Grand Promenade's side walls. As the lid proceeds upward, you see a thick, two-meter-tall band of window that wraps around the structure, enabling you to see in and even through the brightly lit cubical room. The room's heavy appearance and reinforced elements reveal that it is some kind of vault.

*Inside you see four 2-1B medical droids tending to what appear to be almost a dozen substantial metal coffins or sarcophagi. The droids look at you, and then they appear to start conversing with each other, although you can't hear them. The extensions built into either end of the room seem likely to be high-security display cases accessed from inside the vault. One is empty, but the other holds *Tragic Hope* on a glowing shelf, looking every bit as artistic as the holos depicted it. True to its advertising, it does seem to make you feel uneasy, but maybe that's just your imagination. The bright light from above refracts through the shard, casting a greenish tint onto the rest of the statue.*

The vault stops. It is ten meters tall and has two doors on opposite sides. The doors also sport the transparent window band. The doors are closed, and there is a modern security keypad adjacent to each.

The locks are adjacent to the vault doors, on the vault's exterior walls. Opening the vault will require a **Daunting (◆◆◆◆) Skulduggery check** or a **Daunting (◆◆◆◆) Computers check** to slice the code cylinder port. Once the PCs are inside and engaged with the medical droids or are starting to break into *Tragic Hope*'s display case, proceed to **Gorensla to the Rescue** later on this page.

The droids are focused on their patients and try to protect them from harm. They notify security via comlinks, but won't attack the PCs except to try to push them away from their patients. The droids can be convinced to divulge information such as that they are owned by the Preeos Consortium and that Boss Trelon ordered them to hold these patients unconscious until he calls for them. Since it is medically risky to keep patients unconscious but not in stasis, they have converted some sarcophagi into stasis pods; however, the patients still need constant monitoring and attention.

Walisi's pod, in the middle of the room, is the center of activity. Two medical droids are working with Walisi's pod controls; they ignore the PCs unless directly spoken to. If asked, the droids say his condition is very serious due to recent, significant injuries and because the droids were forced to keep him conscious for Trelon's questioning. Walisi sustained a serious blow to the head and far more stun blasts than was healthy or necessary. Whether or not the PCs talk with the droids, Walisi's pod suddenly emits the sustained tone that signals cardiac arrest. All four medical droids open the pod and try to save his life; see page 410 of the **FORCE AND DESTINY** Core Rulebook for their profile, if needed.

The clear display cases along each end of the room are closed and have their own keypads, but the droids don't have the codes to open them. Opening one requires a **Hard (◆◆◆) Skulduggery check**. The GM can populate the cases with any manner of interesting items, such as a lightsaber, a kyber crystal, and odd relics from ancient temples. There is also a small crate with a built-in repulsorlift, which was used to secretly and safely transport *Tragic Hope* to the vault.

WALISI [NEMESIS]

Walisi has run his shop for years now, slowly rising in influence across Toydaria and becoming known at an interstellar level. Though he has been somewhat concerned about how much power the Gorensla kajidic has over him, so far the arrangement has been mutually profitable. He had anticipated that the auction of *Tragic Hope* would be his grandest achievement yet, but he was quite unprepared for the unwanted attention it brought—perhaps enough to make the statue his final acquisition.

1	1	2	3	3	4
CHARM	COOL	DECEPTION	KNOWLEDGE	NEGOTIATION	PERCEPTION
1	10	15	0	0	

Skills: Charm 3, Cool 2, Deception 3, Knowledge (Education) 3, Knowledge (Underworld) 3, Negotiation 4, Perception 3, Streetwise 1.

Talents: Natural Negotiator (once per session, the character may reroll any one Cool or Negotiation check), Nobody's Fool 2 (when targeted by Charm, Coercion, or Deception checks, upgrade difficulty twice).

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Panic recall beacon.

Current Status: Suffering 7 wounds, 6 strain, and 7 Critical Injuries.

GORENSLA TO THE RESCUE

The Gorensla kajidic finally discovers Walisi's location (perhaps following the PCs' lead) and sends a team of twelve Weequay enforcers to rescue Walisi. Gorensla believes the Preeos Consortium kidnapped Walisi, either under orders from Gorensla's rival, the Desilijic kajidic, or in a bid to get back into Desilijic's favor. Gorensla's enforcers are at the mansion to get him back, and they don't care about *Tragic Hope*. They're led by Pravon, an aggressive and brutal lieutenant. If needed, he does the talking by way of intimidation, demands, and orders. He knows of the PCs, but he hasn't met them in person until now.

When the PCs get inside the vault, the enforcers arrive. They aren't subtle. They park their two heavy speeder trucks in front of the mansion, blast their way through the front door, and run straight down the Grand Promenade. GMs can use the A-A3 Dray light speeder truck from page 255 of the **FORCE AND DESTINY** Core Rulebook for the speeder trucks, if needed. Holding prisoners in the vault is an infamous Preeos tactic, and the enforcers know all about it. They destroy any remaining security droids between the front door and the vault. Read or paraphrase the following aloud:

A loud explosion suddenly booms and echoes down the Grand Promenade from the direction of the front door. Bursts of blaster fire follow. As they get louder, you hear a large number of people running toward you. Far down the hall, you see about a dozen armed Weequay racing your way. A security droid pops out from a side hall, but withering blaster fire blows it to pieces. The enforcers don't even slow down.

The PCs have a short amount of time before the enforcers arrive. A medically trained PC can try to help the droids stabilize Walisi enough to safely close the pod, but it isn't easy. Walisi has already sustained seven Critical Injuries, so this requires that a PC or the droids make an upgraded **Daunting (◆◆◆◆) Medicine check**. Add ☐ ☐ to the droids' check if a PC actively aids them but does not make the check himself (have a PC roll for the droids). If the check fails, roll with a +70 on **Table 6–10: Critical Injury Result**, in the **FORCE AND DESTINY** Core Rulebook, page 225. If the check succeeds, Walisi stabilizes enough that the pod can sustain him for about ten minutes before his next medical crisis requires another check. A repulsorlift sled is nearby outside the vault and can be used to slowly move the heavy pod. The pod has an encumbrance value of 12, should the PCs wish to try to carry it out themselves.

After the PCs have a few moments to improve their situation and ready a defense, the enforcers arrive. Pravon yells in a cybernetically, enhanced, booming voice, demanding that they surrender Walisi. Pravon's enforcers take up positions around the vault. If the PCs try to negotiate their way out, Pravon is willing to haggle as long as he gets Walisi. Otherwise, combat breaks out.

The enforcers fight in three minion groups of four (along with Pravon in the lead), and they aren't interested in fighting to the death. They make a run at Walisi's pod and try to escape with it; if the pod is open, the enforcers may be convinced of the severity of his wounds and alter their plans to ensure his survival. However, that might mean just grabbing a medical droid to take with them. If Walisi is dead, they are angered at the PCs and try to kill them. If that proves difficult, they retreat. In any case, one of the enforcers uses a comlink to call the group's Gorensla boss and report the situation.

PREELOS CONSORTIUM CUSTOMIZED SECURITY DROID [RIVAL]

These droids are deployed throughout the mansion, and normally they are quite effective in maintaining security. When faced with the superior firepower that the Gorensla enforcers bring to bear at the start of their brash attack, however, they are little more than a distraction. On the other hand, later on, as the Gorensla forces are thinned, these droids could help turn the tide.



Skills: Cool 1, Perception 3, Ranged (Light) 2, Stealth 2, Survival 2, Vigilance 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hoverer (does not have to spend additional maneuvers when navigating difficult terrain).

Equipment: Built-in blaster (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), net gun (Ranged [Light]; Damage —; Critical —; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), built-in comlink.

ISB SECURITY DROID [RIVAL]

Jerserra's agents earlier stole and reprogrammed these more advanced and dangerous ISB models to patrol the mansion as well. They more than make up for their lower numbers with superior firepower and armor plating.



Skills: Cool 2, Perception 3, Ranged (Heavy) 3, Stealth 3, Survival 1, Vigilance 3.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hoverer (does not have to spend additional maneuvers when navigating difficult terrain).

Equipment: Built-in light repeating blaster (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Pierce 1), armor plating (+1 soak), built-in comlink.

GORENSLA WEEQUAY ENFORCER [MINION]

The Gorensla kajidic has many blasters-for-hire on its payroll. Most don't survive their first assignment, but there are always more to be found. The clan uses Weequay enforcers quite often, some of whom have already been operating as bounty hunters or bodyguards.



Skills (group only): Athletics, Brawl, Melee, Ranged (Heavy).

Talents: None.

Abilities: Pheromone Communications (Weequay can communicate with each other when within short range in a way undetectable to non-Weequay).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak).



PRAVON, GORENSLA LIEUTENANT [RIVAL]

Pravon has led one of the Gorensla's primary enforcer groups for only a few months, and he is eager to prove himself worthy of even higher advancement. He has extensive cybernetics, including an artificial voice box. This allows Pravon to be even louder than he was before, something he uses effectively to goad his fellow Weequay into even greater acts of violence against the kajidic's enemies.



Skills: Brawl 2, Coercion 2, Deception 2, Perception 2, Ranged (Heavy) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Pheromone Communications (Range [Short]; restricted to Weequay only; undetectable by other beings).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak), comlink, cybernetic voice box.

JERSERRA'S ARRIVAL

When the PCs get *Tragic Hope* out of the vault's display case, Jerserra and her mercenaries arrive, along with Boss Trelon and the two airspeeder escorts. This could occur right on the heels of the enforcers' arrival or sometime during or after the enforcers and PCs engage in combat or negotiations. Read or paraphrase the following aloud:

The building suddenly shakes as you hear some kind of large ship fly overhead and land out front.

The ship is Jerserra's ship. Force-sensitive PCs feel a brief shadowlike effect through the Force as it passes over. After a couple of rounds, read the following aloud:

From the front entry, you hear the unmistakable high-pitched whine of speeder bikes. In seconds, two come screaming down the Grand Promenade, flying over and around artwork obstacles, along with a Toydarian flying under his own power. Ten heavily armed and dangerous-looking toughs follow them, blasters ready for action. Leading all is a masked humanoid female clad in a tan and brown armored jumpsuit.

The masked female is Jerserra, a powerful dark side Force user. A squad of eight of her mercenaries (fighting in five minion groups of two each) follow on foot, but taking a longer time to run the length of the Grand Promenade. The two merc bikers riding converted civilian speeder bikes fight as

a single minion group; they and Boss Trelon (flying under his own power) open fire on the Gorensla enforcers first. Up to four of the remaining security droids (if operable) try to make a surprise attack from the direction of the master suite wing. If Loorek and Ileon haven't engaged yet, they accompany the droids if possible. The bikes make a quick pass and then have to swing around to make another pass. During the course of the skirmish, the enforcers manage to knock the mercenaries from their bikes. The bikes might be damaged in the process, but they are still operable, and the PCs might try to use them to escape later on.

After the initial clash, Trelon seeks to engage or chase the PCs in an attempt to impress Jerserra, and the airspeeder escorts roam the area to watch for other attackers. If needed, use the Civilian Airspeeder profile on page 254 of the **FORCE AND DESTINY** Core Rulebook for Trelon's escort airspeeders, and the Toydarian Agent profile, on page 31 of this book, for their pilots.

While Jerserra's mercenaries engage the enforcers, she herself heads directly for *Tragic Hope*. Her goal is to secure the statue (or the shard) and escape with it. If one of the PCs is holding it or the crate used for its transport in plain view, she chases or attacks that character first. She carries her lightsaber on her back, but doesn't activate it unless forced to do so. Unless the PCs have encountered an Inquisitor before, a **Daunting** (◆◆◆◆) **Knowledge (Lore)** or **Knowledge (Underworld)** check is needed for a PC to recognize its circular hilt.

RUNNING THE SKIRMISH

The scene should quickly devolve into a chaotic shootout between the Gorensla enforcers and Jerserra's mercenaries. Either side engages the PCs when necessary. If the PCs negotiated a deal with the enforcers, the enforcers side with them against the mercenaries, but they don't necessarily follow the PCs' orders. They also stay focused on getting Walisi out of there, if he's still alive.

The GM should use the ongoing fighting as a way to manipulate what happens between the PCs and Jerserra. If she is dominating the PCs, some of the enforcers might intentionally or accidentally come to their aid. If the PCs come close to killing Jerserra, all of the available mercenaries quickly descend to keep her alive until she can get away.

During the chaos, the PCs should get plenty of opportunities to escape the battle. They can run in almost any direction away from the vault, escaping into one of the building's wings to find a way outside or to double back using different levels and the stairs or lifts.

"BOSS" TRELON [NEMESIS]

Trelon has gone by "Boss" since Jerserra assigned him as commander of her smuggling/information-gathering group on Toydaria, and he has lived up to the nickname. He's developed a wide net of informants through intimidation and blackmail in order to further her cause (and his own). While loyal to Jerserra, he is also ambitious. He hopes to impress her enough with his work that she advances him to greater power within her operation.

2	2	3	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	HP THRESHOLD	ST THRESHOLD	M/A DEFENSE		
3	10	15	1 0		

Skills: Brawl 1, Charm 2, Coercion 2, Deception 2, Discipline 2, Knowledge (Underworld) 3, Perception 3, Ranged (Light) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Hoverer (Toydarrians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak), secure comlink.



JERSERRA'S MERCENARY [MINION]

Over the years, Jerserra has gathered many unsavory types from a variety of Outer Rim species to her side. Most are in it simply for the credits, but some feel she is more than just another merc leader. She has vision, and aiding her can only lead to powerful roles for themselves in the future she is building.

3	2	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	HP THRESHOLD	ST THRESHOLD	M/A DEFENSE		
4	5	0 0			

Skills (group only): Athletics, Cool, Discipline, Melee, Piloting (Planetary), Ranged (Heavy), Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting) or vibro-ax (Melee; Damage 6; Critical 2; Ranged [Engaged]; Pierce 2, Sunder, Vicious 3), heavy clothing (+1 soak).

580-AVA "DASH" SPEEDER BIKE

A lesser-known variant of the 610-AvA Dart, the Dash speeder bike is just as easy to use but also features a collapsible frame for easy storage and transportation. For Jerserra's forces, this also allows it to disappear into transports or other vehicles to throw off pursuit. The sacrifice of agility for additional armor also means the Dash can better survive fire-fights while still retaining an overall civilian appearance.

2	2	+0	DEF. FORCE/PORT/STAB/BLAST/ACFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	1
HP THRESHOLD			4	6

Vehicle Type/Model: Speeder Bike/580-AvA "Dash."

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 20 meters.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 7.

Passenger Capacity: 1.

Price/Rarity: 1,800 credits/6.

Customization Hard Points: 1.

Weapons: None.

ADDITIONAL RULES

Collapsible: Collapsing or expanding the Dash requires a maneuver. When collapsed, the vehicle is silhouette 1 and cannot be used.

JERSERRA [NEMESIS]

It's been many years since she left Dathomir, but Jerserra never forgot the legends of the Nardithi. Through her recent Force visions from the shard she possesses, she feels sure that finally she has found a link that will reveal the resting place of the lost cluster.

4	3	3	3	3	5
Brawn	Agility	Intellect	Cunning	Willpower	Presence
5	24	23	0	0	
Stun Value	Stun Threshold	S. Threshold	M/R Defense		

Skills: Athletics 2, Brawl 2, Charm 2, Coercion 2, Cool 1, Deception 2, Discipline 3, Leadership 2, Lightsaber 4, Knowledge (All) 2, Perception 3, Piloting (Planetary) 2, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Force Rating 3, Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Scathing Tirade (Improved) (as an action, make an **Average** (◆◆) **Coercion check**; for each ☆, one enemy within short range suffers 1 strain and ■ on all skill checks for two rounds; for every ☉ spent, an affected target suffers 1 additional strain).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results: see page 281 of the

JERSERRA IN COMBAT

Jerserra's Inquisitor spent years teaching combat tactics and lightsaber use to her apprentice. GMs should thus feel free to use the rules from the **Additional Combat Turns** sidebar on page 421 of the **FORCE AND DESTINY Core Rulebook** to create an extra NPC slot in the Initiative order whenever Jerserra is part of a combat encounter. This is recommended in particular if the PCs are Knight-level characters.

Jerserra should also target the PCs with her own Force power several times, such that they all soon realize they are facing a new Force power.

FORCE AND DESTINY Core Rulebook), Force Powers: Jerserra's Influence, Move, Unleash.

Jerserra's Influence: Jerserra may spend ☉ and target one character within short range. That character must immediately make an **Average** (◆◆) **fear check** as an out of turn incidental. If the target suffers strain as a result of that fear check, she recovers from an equal amount of strain. She may also spend ☉ to extend the power's range to medium.

Move: Jerserra may spend ☉ to move one silhouette 0 object within short range to another location within short range. She can spend ☉ to increase range one band, spend ☉ to increase silhouette movable to 1), and spend ☉ to increase number of objects movable at one time by one (to a maximum of two). Jerserra can hurl objects by making a Move Force power check and rolling a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown and only succeeds if she can also spend enough ☉ to move the object. The attack deals damage equal to silhouette of object times 10 (silhouette 0 deals 5 damage) plus

one per ☆. To throw multiple objects, she must generate enough ☉ to move multiple objects, and must use rules for Auto-fire to determine difficulty and targeting.

Unleash: Jerserra makes a Force power check and targets one enemy at short range, and rolls a ranged attack as part of the pool, using an **Average**

(◆◆) **Discipline check** instead of normal difficulty. If the check is successful and generates ☉, the attack deals 3 damage with a critical rating of 4, plus 1 additional damage per ☆. May spend ☉ to increase damage by 2, and ☉ to increase range to medium).

Equipment: Double-bladed Inquisitor lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder. In dual-saber mode, add Linked 1 and Unwieldy 2. In spin mode, also add Defensive 1 and Deflection 1), heavy clothing (+1 soak), secure comlink.



RUNNING FOR COVER

Once the PCs are out of immediate danger, they have several options for escaping the building and grounds. The primary ways out of the building are the main entrance, the lakeside entrance, and the hidden entrance. Additionally, at the ends of each wing are exit doors on the ground floor and ladders to roof hatches on the top floor. Even a window might do in a pinch. No matter which way the PCs go, Jerserra's personnel and possibly the Gorensla enforcers start searching for them.

If the PCs manage to take Walisi with them, Gorensla's surviving enforcers take up the chase. If Walisi isn't with the PCs, the enforcers fail to rescue him, even if he survives. The few enforcers who survive are ordered to try to grab one or more of the PCs so Gorensla can extract suitable payment for damages from the group.

Jerserra dispatches her mercenaries and any remaining security droids to patrol the grounds and the building. Eluding Jerserra is difficult, but the PCs might be able to detect her presence through the Force and adjust accordingly. At this stage of the adventure, Jerserra should be treated as a looming threat and should not engage the PCs again unless they make a tremendously poor decision. Any encounters with opponents should be short chases or minor skirmishes that add to the urgency of their escape. No matter what direction the PCs head, they face substantial obstacles as they try to escape. Things calm down considerably once the PCs are out of sight of the mansion.

Overhead Watch: Throughout the events at the mansion, the two Toydarian airspeeders that escorted Jerserra's ship here orbit the grounds and report any suspicious activity to Boss Trelon (or other agents in the mansion if Trelon is inactive). The airspeeder pilots attempt to pursue any ship or vehicle leaving the premises, but tracking anything through the swamplands is difficult, and the pursuers continually lose and regain their targets.

The Main Entrance: Jerserra's freighter remains at the main entrance, under the guard of eight mercenaries (who fight in two minion groups of four each, though the GM should adjust their quantity as needed to represent a serious challenge for the PCs). The two Gorensla heavy speeder trucks

remain parked near the entrance, empty and unlocked. If the PCs left a vehicle here, four mercenaries are searching it.

Lakeside Lift and Dock: After the skirmish is over, a security droid or pair of mercenaries patrols the dock. If the PCs left a vehicle there it remains, but there are no other vehicles at this location. The PCs can make a dash from the open water around the dock to the relative shelter of the swampy, treelined shoreline.

The Hidden Entrance: Unless Jerserra's forces follow the PCs to the secret exit out of the mansion, they don't initially search the cavern. If the search goes on for a while, a pair of mercenaries is eventually dispatched to check the area.

The Grounds: Mercenaries and security droids patrol the grounds around the mansion. PCs trying to cross the grounds to a neighboring estate take between thirty minutes and an hour to get there, depending on how stealthy they try to be. There are plenty of places to hide on the grounds, from small natural caves to thick groves of trees to small abandoned buildings. The neighboring estates have long been closed up. Their smaller, yet still impressive mansions are empty and abandoned. However, each has an old waveskimmer still tied up at its docks. While the waveskimmers don't look particularly operable, Preeelos set them up as emergency escape vehicles, and they work perfectly fine. See **The Windswept Lakes**, on page 31.

OUT OF SIGHT

Once the PCs shake off any pursuers and escape out of sight, they get a moment to assess their situation. They might attend to medical or other immediate needs. It is possible that one or more of them have been captured, which could lead to rescue attempts (see the **Repercussions** sidebar, on page 64, for suggestions on handling situations in which the entire group has been taken prisoner). The most important thing for the PCs might simply be figuring out what their next steps should be, given the outcome of their visit to the mansion and the various parties they encountered. Once things have calmed down (temporarily), the GM should move on to **Episode II**.

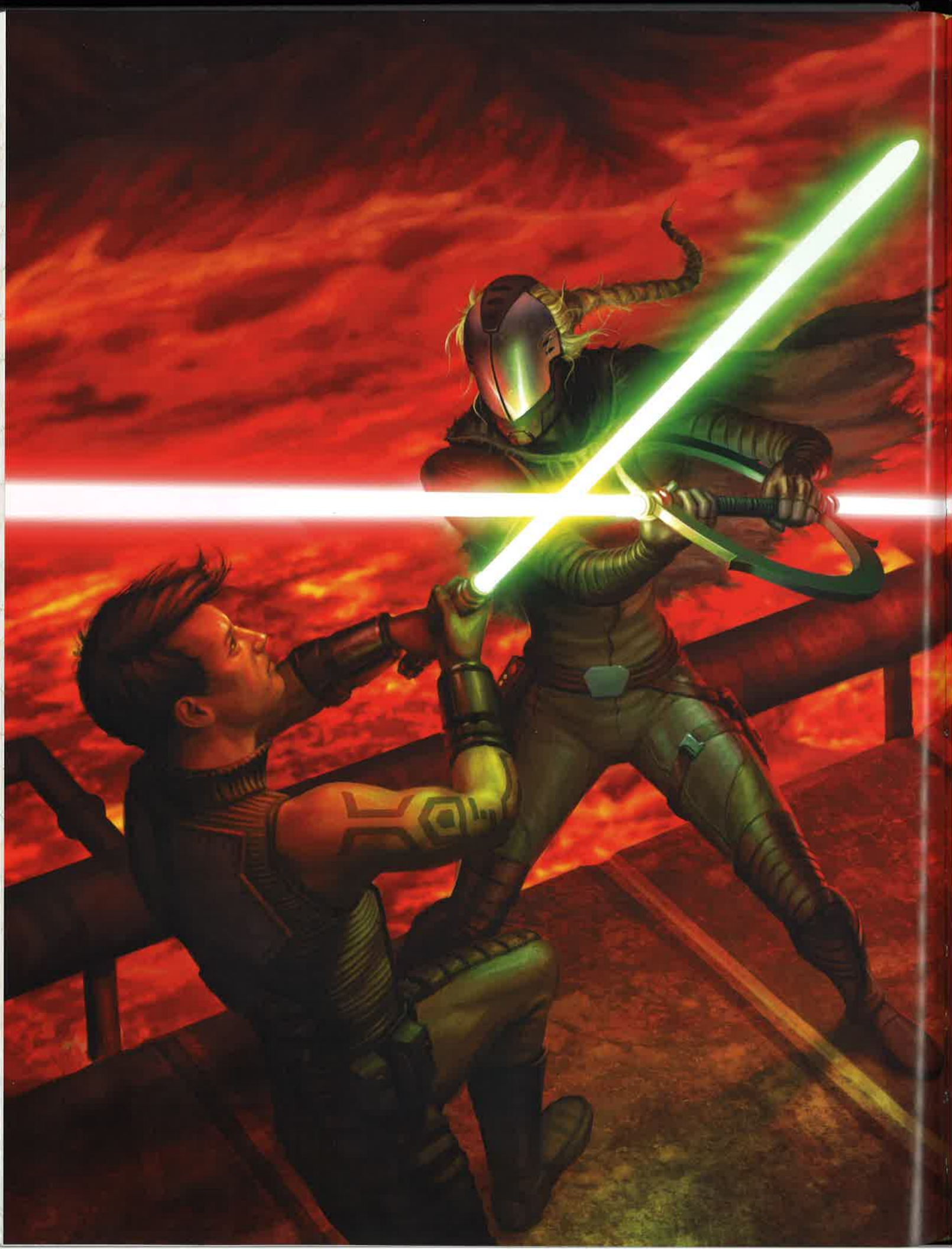
EPISODE I XP REWARDS

Standard experience point rewards for **Episode I**:

- Finding Walisi's shop: 10 XP
- Turning RT-3PO into an ally: 5 XP
- Discovering the kidnappers' identity and location: 5 XP
- Discovering where Walisi is being held: 5 XP

- Keeping Walisi alive and escaping with him (or have him escape with the Gorensla enforcers): 5 XP
- Finding the shard and escaping with it: 10 XP
- Rescuing the Preeelos Consortium captives: 5 XP

As always, the GM should award bonus XP for good role-playing and engaging with the PCs' Motivations.





DEADLY VISIONS

*"Through the Force, things you will see. Other places.
The future...the past. Old friends long gone."*

—Yoda

Episode II finds the Player Characters on the run from Jerserra's forces, the Riar Royal Guard, and the Gorensla kajidic. As it opens, the PCs are hiding in the wetlands on the outskirts of Riar, when more trouble unexpectedly calls. Even worse, they start to suffer the side effects of using and being around the shard. They also receive disturbing visions about Jerserra's evil plans and the dire consequences that may be in store if she acquires their shard and gains control of the entire Nardithi Cluster. This chapter includes the following sections:

- **Gorensla Calling:** Irrica the Hutt demands that the PCs return Walisi, and holds their ship for ransom.
- **Terrible Visions:** The Force-sensitive PCs experience visions of death and destruction, especially concerning Jerserra's pursuit of the shard and the potential damage she could do with it.
- **Finding Yeel Dresk:** Irrica, Walisi, or both demand that the PCs find *Tragic Hope's* previous owner, Yeel Dresk, and bring him back to work for Gorensla in Walisi's stead.
- **Dresk's Landing:** The PCs find Dresk's ship stranded in a flooding river and must act quickly to save him and the vessel. Since Dresk was the original owner of *Tragic Hope*, the Imperials have been searching for him. Jerserra's arrival spurs the ISB to step up its efforts, and sends a patrol to capture him.
- **Showdown with Gorensla:** The PCs return to Riar to collect their vessel. They must complete their deal with Irrica the Hutt, but the Imperials attack the landing bay in a bid to capture the PCs and the shard.
- **Next Stop?:** After departing Toydaria, the PCs may need to learn more information before heading to Dathomir. They can travel to Kwenn Space Station to prepare. When ready, the PCs make their way to the dark world that their investigations and Force visions have revealed holds Jerserra's final objective.

The PCs begin the episode in a precarious position made worse by the realization that they are now wanted by the authorities and by one of the most powerful Hutt kajidics in the galaxy. As they try to make their way back into the city of Riar, the PCs are pursued by enemy forces at every turn. They need a break, and one comes quickly from a most unexpected source.

GORENSLA CALLING

Once the PCs are away from the mansion, one of them is contacted via comlink or holographic communication by Irrica the Hutt, Gorensla's leader in Riar. If the PCs docked their ship at Bog Bay, the comm goes to whomever left contact information with Nel Henol. If they parked elsewhere, then Gorensla has hunted down the PCs' comlink codes through the kajidic's substantial underworld contacts, likely via anyone the PCs have dealt with on Toydaria. If the PCs have left a droid or one of the characters in their ship docked at Bog Bay or the Riar Starport, Irrica speaks with that character in person, but only after the bay is secured, with physical doors locking it down. Read or paraphrase the following:

A Toydarian voice begins, "You are now speaking with the honorable and fearsome Irrica the Hutt. Do not displease her." After a moment, a sharp-voiced Hutt begins speaking in Huttese:

"Angering the Gorensla kajidic is quite foolish. You've made quite a mess of one of our operations, and that loss of income cannot be allowed to go unpunished. However, you are clearly individuals of some skill, and we haven't built our masterful and glorious operation by overlooking potential opportunities. Do you want to deal, or do we simply sell your ship and belongings on the black market? Better yet, after today's events I'm sure the Empire will pay a substantial reward for turning over your ship and whatever secrets it holds. Simply everyone is out looking for you fools."

If none of the PCs speak Huttese, Irrica has a protocol droid translate as she makes her threats. Irrica explains Gorensla's connections to Bog Bay or Riar Starport if needed. If the PCs don't want to deal, she isn't kidding around about selling the ship. If the PCs left somebody aboard, they might be able to delay or prevent the sale; otherwise, they'll have to concoct a plan of their own. Despite her threats, it takes her several days to find a buyer. The PCs' potential allies in the underworld quickly evaporate, as few want to risk angering Irrica or the Gorensla kajidic. See **Showdown with Gorensla**, on page 60.

If the PCs are willing to deal, Irrica has several different approaches she could take depending on the situation, but her goal is the same. She wants the PCs to find Yeel Dresk and bring him to her. See **Finding Yeel Dresk**, on page 52.

- If she knows or suspects that the PCs escaped with Walisi, she first demands the Toydarian's safe return. If conscious, Walisi easily agrees to this plan, as he is a business partner. However, Walisi needs immediate care. Irrica can send an ambulance airspeeder to retrieve him. She realizes he is in no shape to be of any help for some time, so she also demands that the PCs find Yeel Dresk and bring him back before returning to their ship. Walisi begs the PCs to find Dresk as well.

- If the PCs left Walisi with the enforcers, Irrica informs them that he didn't survive. She demands that they find Yeel Dresk and convince him to come back and work for her. While he would not be a true replacement for Walisi, she knows he can carry on some of that business while providing new avenues of income of his own.
- If Walisi died while receiving medical treatment with the PCs' aid, Irrica blames the PCs for his death. She demands that they find Yeel Dresk and convince him to come back as a replacement.

Irrica (or Walisi) mentions that Dresk was the one who originally sold *Tragic Hope* to Walisi. He used some of the proceeds from the sale to buy a space yacht called the *Tireless Wanderer*, but it was a poor purchase. On his maiden voyage, one of the engines sustained a major malfunction. Dresk made a forced landing somewhere along the Leleen River, several hundred kilometers outside of town. The last anyone heard, he had placed an order for some obscure starship parts and has been waiting for weeks since then for them to arrive at the crash site. Irrica (or Walisi) has a general idea of where the crash site is, but not the exact coordinates.

The Player Characters need a vehicle, as it is too far away to walk. They can use a landspeeder or a waveskimmer, and the journey takes at least a day. This doesn't include time spent searching for the exact crash location upon arrival in its general area. If the PCs try to use an airspeeder, they may travel halfway to the site via approved airlines. If they use the airspeeder the rest of the way, they attract the attention of the royal guard, who attempt to arrest them and impound the vehicle.

If the Hutts send an air ambulance to collect Walisi, it is very small and fast. However, it can only hold the pilot and the patient, along with a built-in medical droid that tends to the patient in-flight. Once the PCs are ready to go, see **Finding Yeel Dresk**, on page 52.

IRRICA THE HUTT [NEMESIS]

Irrica's life on Toydaria is near perfect. As Gorensla's leader in Riar, she enjoys a great deal of power, albeit on the local stage. The ongoing rivalry with the Desilijic kajidic, however, has reached an intolerable level; she has started to see Desilijic's machinations (whether real or imagined) in each recent setback and failure.

HOSTAGES OF THE HUTT

It's also possible that the PCs arrived via a hired ship or some other vessel they don't own themselves. In this case, Irrica has captured that ship and its crew. She is holding them all at the hangar, possibly within the ship, as ransom against "additional docking fees" or some other excuse to make the PCs to do her bidding.



Skills: Charm 2, Coercion 4, Cool 4, Deception 5, Discipline 5, Knowledge (Outer Rim) 3, Knowledge (Underworld) 3, Leadership 1, Melee 1, Negotiation 5, Perception 3, Ranged (Light) 2, Resilience 8, Streetwise 1.

Talents: Adversary 2 (upgrade difficulty of all combat checks against Irrica two times), Confidence 2 (decrease the difficulty of any Discipline checks Irrica makes to avoid the effects of fear two times), Durable 3 (subtract 30 from Critical Injury rolls made against this Hutt, to a minimum of 1), Natural Negotiator (once per session, may reroll any one Cool or Negotiation check), Nobody's Fool 3 (upgrade the difficulty of all Charm, Coercion, and Deception checks targeting this Hutt three times).

Abilities: Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility. They add ■■■ to all Brawl, Melee, and Coordination checks they're required to make.), Ponderous (Hutts can never spend more than one maneuver moving per turn).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), other equipment available from the kajidic upon demand.

GORENSLA CALLING AGAIN AND AGAIN...

Irrica is impatient. At inopportune moments during this episode, Irrica or her Toydarian major-domo, Debnu, call the PCs demanding an update. Ignoring the calls only increases their frequency and lengthens the caller's complaints and demands for action. The PCs must make **opposed Charm, Coercion, and Deception checks** to keep the Hutt mollified until they get to Dresk. If the PCs fail, the caller reiterates the threat of selling their ship or threatens to send bounty hunters to finish the job and drag the PCs back to Irrica. If a conversation goes particularly poorly, the Hutt threatens to simply chop the ship for parts or sell it for scrap. She doesn't actually do so, though, as long as it remains a useful bargaining chip to use with the PCs.

ADDITIONAL SOURCES: YEEL DRESK

In case the PCs fail to gain information about Yeel Dresk from Walisi or Irrica the Hutt, the following are other ways they could learn about him over the course of their investigations.

- If the PCs questioned or made a deal with RT-3PO, the droid might have mentioned Dresk as the former owner of *Tragic Hope* and offered details of his current predicament. If the PCs and the droid can contact each other via comlink, the droid may reveal this at any time as information that might help their investigation.
- If the PCs investigated the provenance of the statue via the Riar underworld, they might have heard of Dresk's sale of the item and his ill-fated starship purchase.
- If they sliced Imperial or local databases, the PCs might have seen reports mentioning that Dresk is connected to *Tragic Hope* and listing the basics of his current starship troubles.
- A PC might have a Force vision about Dresk's ownership of the statue and the worsening situation at his ship's crash site.



TERRIBLE VISIONS

This section provides different Force visions that one or more of Force-sensitive PCs experience while in the vicinity of the shard or when experimenting with it. See the **Using the Shard** sidebar, on page 51, for more on how it can be used. The GM can use the visions in the order presented or reveal them whenever it makes the most sense given the situation. The GM may modify the visions or create similar ones if the PCs try to pursue specific avenues of investigation. Visions can even be combined so as to create a particularly powerful one. They can be especially useful as session-ending cliffhangers for the PCs to ponder on before the next game.

The following are a few guidelines for creating and using Force visions in **GHOSTS OF DATHOMIR**:

- The PC must be within ten meters of the shard to experience one of these visions. Walls, containers, and other barriers have no damping effect. Usually, a vision affects only one person, but the GM may allow the same vision to affect multiple people at the same time. It is also possible for characters to have similar visions at different times.
- The early visions are hazy and scant on details; inducing an emotional impact on the observer should be their focus. Later, the Game Master should have the PC make a **Hard (◆◆◆) Discipline check** during highly emotional scenes. If the check is successful, the vision continues with no adverse physical effects. On failure, the PC suffers 5 strain and the vision immediately ends. The GM might instead call for a **fear check** and even assign Conflict for ☹ results (representing the PC's giving in to fear). In addition to these outcomes, the GM may and should impose other effects of the PC's success or failure based on the specific vision and the PC's reaction to it.
- Each vision entry includes a suggestion regarding which kinds of PCs are most fitting for it, depending on Morality. Some visions could be aimed more at characters who are falling to the dark side; others might work better with light side characters or could work fine for any PCs. Visions can also be chosen based on PC backgrounds or their actions in recent adventures.
- Each vision includes an indication of when the events in that vision take place—in the past, or in a possible future based on the adventure's outcome. Many visions also include details about their setting's location, such as particulars on the dire planet of Dathomir, giving the PCs hints about avenues they might wish to explore.
- Each vision lists one or more emotional weaknesses that relate to its events or to its emotional impact. Giving characters a vision with a listed emotional weakness that matches or is similar to their own can reinforce their backstory and offer roleplaying opportunities.
- These visions can occur without the use of a Force power and at unexpected and unbidden times. They are unlikely to occur during combat or a highly stressful situation, but they could easily happen immediately afterward. If a situation plays on a character's emotional weakness, it is likely to generate a vision related to that weakness. If such unbidden visions occur for someone who isn't touching the shard, they don't cause other characters to feel the ill effects associated with using the shard.
- If a PC tries to induce a vision on purpose, the character must be touching or using the shard. Such a vision occurs at the GM's discretion. The GM might call for a **Daunting**

RUNNING SHARED PARTICIPATORY VISIONS

This type of vision requires players who are willing and able to separate player knowledge and character knowledge during play. If the players don't like to do that, aren't very good at it, or are relatively new to roleplaying, the Game Master should stay with individual visions.

If the GM wants to build up the mystical nature of the Force and the shard, the PCs can share one or more of the visions as a group. However, instead of just witnessing a scene, the PCs become active participants. Some shared visions are clearly of events occurring elsewhere. Others might be set where the characters are—perhaps starting when they are all at rest while traveling, such as on board a ship. With care, a vision can occur while one or more of the participants are occupied with other tasks, such as piloting a vehicle.

The secret of these encounters is that they are ways to let everyone play their characters during a mystical or dangerous vision, but in actuality, only some of the

PCs are truly part of the vision. In other words, several PCs are in the vision and remember it when the vision ends. The other players participate in the vision, but their actual Player Characters don't remember it and weren't actually part of it. Characters who are not Force users, for example, wouldn't see one of these visions; they would just provide what this echo of their character would do in such a situation.

During this type of vision, none of the PCs know that only some will remember the results. This is especially true the first time a shared vision occurs, as the GM shouldn't tip anyone off until the vision ends. That means, for example, that if the vision occurs while someone is flying a vehicle, that person probably isn't actually seeing the vision and can continue with the task at hand (and avoid endangering anyone), while the rest truly experience it. The GM may use any of the visions in this chapter as a starting point for this type of encounter, though some visions have more details to work with than others.

◆◆◆◆) **Discipline check** as part of the process; if the PC is successful, the PC should gain 1 Conflict.

- If a PC tries to use specific Force powers with the shard, see the **Using the Shard** sidebar on page 51. Once a vision has started, the PC cannot use a Force power or talent until it is over. If the PC has committed ○ to sustain a power before the vision begins, the power ceases if the PC fails any Discipline checks made during the vision.
- After a PC has more familiarity with the shard, the GM might allow the character to choose to pursue one or more aspects of a vision in detail. This requires additional Discipline checks, at the GM's discretion.

JERSERRA I

- A vision of a possible future, suggested for any PC.
- **Emotional Weaknesses:** Fear, Hatred.

With a sudden surge of emotion, your sight blurs as a vision takes over your senses. Amid a torrent of noise, the mass of swirling colors resolves into a fuzzy view of a humanoid female with a white ponytail, wearing tan and brown and looking, looking very closely at a glowing stone object in her hand. Somehow, you feel her focus as she concentrates on the object. Suddenly, there is a feeling of recognition in the Force, and she looks up to see a young Rodian male in a crowded corridor abruptly run away in panic. You see her point toward him as he flees, and blasters open fire.



JERSERRA II

- A vision of a possible future, suggested for PCs leaning toward the light side.
- **Emotional Weaknesses:** Anger, Cruelty, Fear, Weakness.

A blast of heat and noise overwhelms you as a vision takes hold. You're suddenly in a crowded marketplace in a desert. You feel old. You're part of a group of people surrounded by a ring of armed warriors. A humanoid female with white hair leaps atop an open-topped transport containing a large cluster of angular grey stones that pulse with a greenish hue. Suddenly, you're choking. An unseen force wraps around your neck. You and four others float high in the air, helpless and gasping for oxygen. You can't breathe. You can't fight back. Everyone else is yelling. The woman is laughing. The vision blacks out as you start to fall...

JERSERRA III

- A vision of a possible future, suggested for PCs leaning toward the dark side.
- **Emotional Weaknesses:** Anger, Arrogance, Jealousy, Obsession.

There is a blinding flash. Your vision is fuzzy and unfocused, unlike your hate, which is pure and powerful. A red blur flashes by your head, met by a crimson blade of your own. The weapon is all that stands between you and your overwhelming opponent. She is fast, and her blade is faster. It takes everything you have to keep her at bay.

To your amazement, she is fighting single-handed, her other hand wielding a grey stone, angular with an emerald glimmer. You call on the Force to shove her away, but the Force blasts back and smashes into you. Did her object reflect it, or did her blast just overwhelm your comparatively pitiful effort? You're thrown back, tripping over something low behind you. As you land on your back, you realize it's a body without a head. It's dressed as you are. There is a blinding red flash, a surge of pain, and then blackness.

JERSERRA IV

- A vision of a possible future, suggested for any PC.
- **Emotional Weaknesses:** Fear, Weakness.

Run. Run faster. You're far underground and you can't see her in the darkness, but you know she's coming, and crimson death comes with her. Some say there is no fear, but there's only fear now. Panic. Run faster. Hide. Do SOMETHING! SHE'S COMING!

JERSERRA V

- A vision of a possible future, suggested for PCs leaning toward the dark side.
- **Emotional Weaknesses:** Coldness, Greed, Jealousy, Obsession, Obstinace.

Power is all. She seeks it. You seek it. Everyone wants it, but only the powerful can take it. You're powerful. She's powerful, and she burns for more. You're stronger. You know it. You can learn from her and take it for yourself. Who cares about dark or light? Power is all.

JERSERRA VI

- A vision of of the past, suggested for PCs leaning toward the dark side.
- **Emotional Weaknesses:** Anger, Arrogance, Hatred.

You see a woman in black-and-gray body armor standing with her back to you, and you can barely suppress your hate. Why won't she teach you more, and faster? She deserves this! You slowly move behind her, then suddenly draw her—now your—light-saber. With a fast motion, two crimson blades extend and rapidly spin across her exposed neck. You barely notice her body crumple and fall. Finally! You have freedom. You draw the angular gray stone from your pocket, watching as it glows with green light. And you have power. Nothing can stand in your way now.

DATHOMIR I

- A vision from the past, in the wilderness after the crash of *The Oteroan Sky*. Suggested for any PCs.
- **Emotional Weaknesses:** Fear, Weakness.

Smoke clouds your vision. Fire surrounds you. The strange wilderness is burning. Enormous and frightening creatures run past you, but you're trapped. You're choking. You crawl, trying to get under the smoke, trying to breathe. You cut your hand on something jagged and metal. You try to pull back, but a huge, clawed paw from an impossibly large monster stomps on your hand, impaling it on the...thing. It's too late. A split second later, another paw crushes your head into the ground, and everything goes black.

DATHOMIR II

- A vision from the past, as OteroaCorp security hunts the Nardithi Nightsisters. Suggested for any PCs.
- **Emotional Weaknesses:** Anger, Arrogance, Obstinace, Recklessness.



You see nothing thorough a gray mist on this cold morning, but you feel a presence. They are still looking for you. They don't stop. They don't have your power. They have mysterious technology, and it can see you through the mist. They don't understand that you can see them just as well, and maybe better. You know this dangerous wilderness. You're one with this wilderness. They bring nothing, grow nothing, and add nothing. They just take and kill and destroy. They're coming to destroy you. You can use the forest. They cannot. Today, they will fail.

DATHOMIR III

- A vision from the past, of the city of Oteroa Zero-Twenty during the crash of *The Oteroan Sky*. Suggested for PCs leaning toward the light side.
- **Emotional Weaknesses:** Fear.

Your vision is shaking. Everything around you is shaking. Something is burning behind you, maybe everything. You can feel the searing heat, but you can't look. The thick metal wall you're on top of is rocking. The impossibly huge hillside beyond the wall is...sliding. A massive wave of mud and rock cascades down the clear-cut hill, right at you. The town wall shatters from the impact. You're thrown into the torrent of land become liquid. You tumble into the burning town, hoping to stop before you're crushed by debris or tossed into a blazing building. Amazingly, someone catches your hand, and you're hauled into a floating speeder. You're safe, for now.

DATHOMIR IV

- A vision of a possible future in the Dathomir wilderness, suggested for PCs leaning toward the light side.
- **Emotional Weaknesses:** Fear, Weakness.

You're in a cold, dark wilderness you have never visited before. You sense the fear and danger all around you. The hunters and hunted are locked in their nightly duel to the death. Fear is creeping in. You're not just late: you're lost. You can't keep focused. You feel overwhelmed through the Force. The dark side. It's here. You're locked in your own battle between hunter and hunted, between light and the relentless dark side that stalks your every move.

It tempts you. You feel the raw anger in the forest. It would be so easy to tap into that power. The power to keep you safe from the very real hunters that could find you at any moment. What's so bad about using your power to save yourself? There's a sudden shriek behind you. You lost focus. Something's found you. Something big. You've never felt so afraid...

DATHOMIR V

- A vision of the past, as though the viewer were aboard *The Oteroan Sky* during its crash. Suggested for any PCs.
- **Emotional Weaknesses:** Arrogance, Fear, Obsession.

You feel an wave of shock and sadness, like a decision you made turned out to be disastrous to many beings. Thousands are paying for your error. Someone is yelling at you. You look up to see a woman's face reflecting the greenish light coming from behind you. She feels familiar, yet you've never seen her before. "This wasn't what was foretold! Your visions were FALSE! We've lost EVERYTHING." You're confused and overwhelmed. How could you have been so wrong?

DATHOMIR VI

- A vision of a possible future for the PCs, deep within *The Oteroan Sky* wreckage (see **Auxiliary Memory Core**, on page 87). Suggested for any PCs.
- **Emotional Weaknesses:** Fear.

You see a body, leaning precariously in a chair. Behind it, through a door, you see a massive bank of computer memory cores. You see [NAME OF THE MOST TECHNICALLY MINDED PC] hunched over an old control panel, looking confused, and then looking very worried.

USING THE SHARD

Individuals typically need several hours of meditation and study before using the shard deliberately. The GM, though, may allow a PC to use it inadvertently while holding it to provide a clue about its power (as noted in **The Shard**, on page 37). It allows the user to channel a Force power through it. The user gains a benefit, but there is also a cost.

A PC must make a **Hard** (◆◆◆) **Discipline check** as a maneuver to route the power or talent through the shard. If successful, the user gains one ✨ and one 🌀 to spend on the user's next Force-related check. If the Force power doesn't benefit from dice results, the GM should instead grant a minor benefit that matches the power.

The two characters closest to the PC must make a **Hard** (◆◆◆) **Discipline check**, or a **Hard** (◆◆◆) **Resilience check** if they are not Force users. If they fail, they are staggered for one round, plus one round for every ▼. They also suffer 1 strain for every uncanceled 🌀 (whether or not the roll is successful). Characters who suffer this effect more than twice in one day suffer 1 wound (ignoring soak) each time after the second time.

FINDING YEEL DRESK

Yeel Dresk is a young adult human male descendant of Aloen Dresk, the Force-sensitive OteroaCorp employee who found one of the shards in the wreckage. As the shard was passed down through the years, the story about it became distorted. Yeel Dresk knows some of its history, but he isn't Force-sensitive, and neither were most of those before him who passed down the item. He thinks any association with the Force is just a tale to make the shard seem more interesting. That didn't stop him from playing up the tales to get Walisi to buy the statue featuring the shard from him for 150,000 credits when Yeel saw the opportunity.

After selling *Tragic Hope*, Yeel spent about two-thirds of his windfall purchasing the *Tireless Wanderer*, a well-used SoroSuub Luxury 3000 space yacht. Unfortunately, Yeel fell victim to a scam-artist seller, and the ship's engines failed on his first flight out of Riar. He managed to land it on an island in the sizable Leleen River, a few hundred kilometers outside of Riar. Yeel's trust in anyone on Toydaria crashed with his ship. For the past few weeks, he has stubbornly waited for an offworld mechanics team he hired to arrive with the uncommon and proprietary parts needed to repair the ship's engines. He refuses to abandon the craft to stay elsewhere, just as he refuses to pay the expensive towing costs for moving the ship back to Riar Starport. While Dresk is a competent pilot, he is an atrocious technician and doesn't realize there are other ways around the mechanical failure. He has tried contacting "experts" in Riar for aid, but they have been of little help, and he has grown mistrustful as the credits spent this way have piled up. A few local Toydarians have made a small side business out of bringing him fresh food and whatever else they can sell him. It's a hard sell, as he doesn't trust them either.

Yeel doesn't understand the danger he is in from multiple sources. While he understands that dealing in anything related to the Force, Jedi, or Sith has the possibility of danger, he believes he avoided this by coming to Hutt Space. He is wrong. While he was able to successfully sell the statue to Walisi, with the Toydarian kidnapped (and possibly dead at this point), he is now the target of both Jerserra and the Gorensla kajidic. Imperial forces are also seeking him out, believing him to be associated with the dangerous mercenary who was part of the mansion raid.

INTO THE TOYDARIAN WILDERNESS

The PCs may have thought they were in the wilderness at the mansion, but that was still an area that had been settled for centuries. As the PCs journey farther from Riar, the swamps and bogs become much

more difficult to navigate, even using roads and maps. Complicating matters is the fact that the entire region has been beset by rainstorms for weeks, making flooding a real issue.

BY AIRSPEEDER

If the PCs manage to procure an airspeeder, it makes the first part of the journey much quicker. They can take an approved airline about halfway to their destination, where the lane reaches a small city called Arnel and turns due south. Finding their way isn't difficult. The lane is well marked by navigational beacons and regular reminders that straying from the lane can result in arrest and 10,000-credit fines. Any vehicle outside the lane for more than a minute attracts the attention of several Rair Air Patrol Pursuit Drones (see page 63) that arrive within ten minutes.

Beyond Arnel, the PCs can park the airspeeder in town and find a legal landspeeder at a local rental agency, or they can attempt to use the airspeeder by flying extremely low. If they choose the latter, they must make regular **Hard (◆◆◆) Stealth checks** to avoid detection by the royal guard sensors and pursuit drones. If the PCs are spotted, the guard sends pursuit drones to investigate. If the PCs are recognized as wanted individuals, the guards or drones call for backup. A regular patrol airspeeder arrives five minutes later, and its complement of two minion groups of four Riar Royal Guard Officers (see page 19) try to arrest them.



BY LANDSPEEDER OR WAVESKIMMER

If the PCs use a landspeeder or waveskimmer, they have a variety of possible routes available to them. The landspeeders do best on the raised roadways, which are similar to those on the outskirts of Riar. The landspeeders can travel over the water, but they are more susceptible to troublesome waves that batter the craft or slosh into vital areas. The waveskimmers are made for the water and as such, they are restricted to the waterways. A landspeeder that loses its repulsorlift will sink into the water (possibly not immediately), unlike a waveskimmer, which can float like a boat.

The main road from Riar leading southwest runs to Arnel and turns south. This is a four-lane divided road. Significant portions are raised or are outright bridges. This road is monitored by the royal guard. It has periodic connections to smaller roads leading to even smaller settlements and individual dwellings scattered across the landscape. This route avoids any trouble with flooding, but the PCs should see that flooding is a much bigger issue than they likely understood before they left.

Alternatively, the PCs could take a number of the smaller roads that cross the landscape. If they do so, they must map their own route. It is slower, but royal guard patrols are minimal. However, some roads are flooded or have had portions washed away by fast-moving water. The PCs must make a **Hard (◆◆◆) Piloting (Planetary) check** to cross these areas. Failure leads to a mishap that pushes the speeder off course and necessitates additional checks to get back on track. Water washing into the vehicle and debris smashing into the craft are the most common dangers.

Waveskimmers and boats allow many options for navigating the swamps, bogs, and connected lakes. The PCs can go to Arnel if needed for supplies or refueling, or they can skip it and move on to searching for the crash site. However, the PCs must regularly deal with the dangers caused by flooding. There are areas of relative safety in open water, but flooded lands and surging, debris-filled waterways pose a threat that requires one or more **Average (◆◆) Piloting (Planetary) checks**.

ARNEL

Arnel is a dedicated agri-industrial city of about 25,000 Toydarians. It is also a stopover for travelers on the major local roads. The town is arranged around ten misshapen, wide rings of alternating water and land. About 80% of the structures are perched on ten-meter-tall metal-and-wood stilts. The rings of water are divided into pools of various sizes, but all are severely flooded. Many are dedicated to cultivating the local annra plants, which have tube-shaped leaves and floating yellow pads three meters in diameter. Other rings are holding pens for thousands of ill-tempered siluuk eels. Both provide food and exports for the town, although the recent flooding is making export difficult.

The Toydarians tending to the pools fly above them, using long staffs and similar tools to prune the plants or feed the eels. Anyone watching the siluuk pools regularly sees



annoyed Toydarian tenders in a tug-of-war with one of the larger eels as the siluuk tries to yank the staff out of their hands. The eel wins about half the time.

The PCs can obtain basic supplies here, as well as medical and repair services. The town has a local emergency team headquarters and a royal guard detachment. The latter is unlikely to give the PCs much trouble, unless the PCs have drawn an exceptional amount of attention. Ninety percent of the population comprises Toydarians, so other species stand out. There is no local Imperial presence, and the town likes it that way. If the PCs somehow draw Imperials to Arnel, the town is moderately defiant toward the authorities, but most won't go out of their way to protect the PCs.

Most in town have heard about Dresk and his ship, although they probably don't know the names of either. He is mostly known as the ridiculous, rich human stuck in the swamp with his broken starship. A few opportunistic townsfolk tried to sell Dresk on staying at a hotel in town or hiring them to run supplies out to him; most were rudely rebuffed. PCs looking for a guide to the crash site are eventually referred to a pair of Toydarian twins named Grax and Gremka. They have a heavily ruggedized waveskimmer barge they use to deliver goods to those living outside of town.

The twins are willing to act as guides, starting at 800 credits per day if they are to use their vehicle. The PCs might be able to work another deal at a lower cost by hiring only one of the twins or providing their own vehicle. The twins argue with each other over every part of the deal, but they cut it short if the PCs interrupt or start to leave. The two are wary about being left in the swamps, though. If the PCs ask about local dangers, they say there are a number of dangerous animals, but the most concerning are the wild siluuk eels.

GRAX AND GREMKA [RIVAL]

Twin Toydarians from a village outside of Arnel, Grax and Gremka work mostly as annra farmers, but they have made a side operation out of leading expeditions into the surrounding swamplands. Their rapid-fire negotiating style, whereby they seem to argue more with each other than actually haggle over their fees as guides, is often very effective with those unprepared for their act.



Skills: Athletics 2, Brawl 1, Charm 1, Negotiation 2, Perception 1, Piloting (Planetary) 2, Ranged (Heavy) 1.

Talents: None

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Twin Negotiators (when working together, can spend ♣ ♣ to add automatic ★ or ☞ ☞ to add automatic ▼ when making opposed Social checks), Silhouette 0.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), heavy clothing (+1 soak), comlink (handheld), macrobinoculars, stimpack, tool belt.

APPROACHING DRESK'S LANDING SITE

The streams in the area around Arnel and the tributaries running into the Leleen River are far more swollen than the waterways seen earlier in the trip. They are faster and

deeper, have more debris, and are more dangerous. A few routes to the river are available. If the PCs have Grax and Gremka or another guide along, they take a direct route to the crash site. If the PCs are on their own, they'll need to make periodic **Hard (◆◆◆) Survival checks** to navigate the maze of bogs, streams, and primitive roads. Failure adds time to the journey or puts the characters in immediate danger from floodwaters, debris, or siluuk eels. Darkness upgrades the difficulty of the checks once.

SILUUK EEL [RIVAL]

A valued source of food, these snakelike fish range from one to eight meters in length and have glowing rings running the length of their bodies. Farmers in Arnel grow and harvest them in huge numbers for local sale and shipment offworld. Tending is an athletic endeavor, as the eels fight the farmers each step of the process, often by leaping several meters out of the water to snap at one of the hovering Toydarians.

Siluuk Eels can be found in a vareity of sizes depending on their maturity, but all can be aggressive regardless of their size (meaning all are pretty aggressive).



Skills: Athletics 1, Brawl 3.

Talents: None.

Abilities: Siluuk Glow (in darkness, emits a phosphorescent glow that can be as illuminating as a bright light).

Equipment: Teeth (Brawl; Damage 9; Critical 4; Range [Engaged]).

DRESK'S LANDING

Once they reach the vicinity of the landing site, the PCs can start their detailed search. The GM may ask for a combination of **Hard (◆◆◆) skill checks**, such as **Perception** for visual searches, **Survival** for ground navigation, and **Computers** for sensor sweeps. If the PCs approach by air, it is reasonably easy for them to spot the ship tucked under a massive tree at the upstream point of a narrow island in the middle of the Leleen River. If the PCs approach the crash site via landspeeder or waterway, they intersect the river somewhere far downstream and must search the river for a while. How long depends on their navigation of the wilderness and roads. Poor results on their skill checks result in their taking much longer to reach the ship. With a guide, they emerge at the river about a kilometer upstream of the ship.

When the PCs spot Dresk's vessel, read or paraphrase the following aloud:

The Leleen River is clearly the largest in the region, and it is massively flooding the area. It averages 100 meters in width but is easily twice that now. Near the center of the river, you see a narrow, tree-covered island that is quickly succumbing to the floodwaters. At the island's upstream point, you see a luxury starship tucked partway under a massive, looming Toydarian shade tree. The fast-moving waters already cover much of the space yacht's landing gear, and the river sweeps an uprooted tree under the ship as you watch. The tree lodges against two sets of landing struts and starts collecting more debris. You see the ship's lights flicker and pulse as the engines whine and then sputter to a disturbing final pop. Smoke billows out from one of the engines. Upstream, a lot of enormous, vehicle-sized debris is lined up to hit the ship and island.

Broken engines or not, Dresk has been desperately trying to coax the ship into the air before the river floods its interior. He was in the engine room trying anything he could think of to route around the problematic engine parts when he overloaded a fuel subsystem and caused it to explode. He's now pinned under a heavy control panel.

While the river has been flooding for at least a couple of weeks, it surged unexpectedly earlier in the day. To make matters worse, the surge is lining up large amounts of debris that will soon strike the island, one piece after another. The tree is actually the least dangerous to the ship, though it is catching a lot of smaller debris, which in turn allows the river to put increasing amounts of force on the landing struts.

There isn't a lot of time for the PCs to act. Dresk is trapped but has a comlink tied into the ship's comm system. He sends out a distress call if the PCs don't try to contact him first. In the center of the island is a higher clear area big enough for typical vehicles. Vehicles approaching via the water can find numerous spots to pull up to, though the river is rising quickly.

The yacht's ramp is up, but the PCs can enter via a hatch at the topside observation deck or side docking hatch. Actually docking at the hatch with another ship is possible, but very dangerous, as it exposes the docking craft to the same dangers as the *Tireless Wanderer*. Entering the ship takes a **Hard (◆◆◆) Skulduggery check**, but Dresk orders the ship to let them in if he's in contact with them. If Grax and Cremka are along, they try to help as best they can, though that might be by protecting their vehicle while the PCs go after Dresk. Once the PCs reach the island or the ship's hull, things get steadily worse.

Saving Dresk and the ship isn't easy:


- Two cylindrical storage tanks, each fifteen meters long and eight meters tall (silhouette 3), are bobbing down the river on a collision course with the *Tireless Wanderer*. If they strike the ship, each causes three points of hull trauma and three points of system strain. They also score one Critical Hit each against the ship. The PCs might be able to divert or at least shift the path of the tanks using the Move Force power. They might instead nudge tanks to another course using speeders or destroy them using the ship's (or vehicle-based) weapons. The tanks each have a hull trauma threshold of 8 and two points of armor. There is roughly a minute between arrivals.





Results with multiple ☹ or a ☹ might cause the target to catch on other debris and slow down or block additional incoming items. Multiple ☹ might knock more small debris into a path that adds to the wreckage piling up under the ship. A ☹ causes a large valve to be ripped off of, or explode out of, the tank, releasing noxious gas that quickly forms a cloud that is blown toward the *Tireless Wanderer*. Characters exposed to the gas roll three **Hard (◆◆◆) Resilience checks**. For each failed check, they suffer five plus ☹ points of strain. After the third check, the gas dissipates.

- Looming in the distance is a giant bowl-shaped structure. It is a wrecked major communications satellite dish (silhouette 5) floating downstream like an inverted umbrella bobbing in the water. It is lined up for a



direct hit; the PCs should see it coming while fending off the tanks. It bumps against hidden obstacles under the water and spins into other debris, so the GM can vary its speed to maximize dramatic effect. It should arrive about the same time as the Imperials are spotted. If the dish hits the ship, the collision results in 8 points of hull trauma and a Critical Hit. It seriously damages the landing gear and the ship partially collapses, dipping its front end into the water. The dish has a hull trauma threshold of 20 and five points of armor. After striking the ship, it spins along one side, inflicting a single +20 Critical Hit before continuing downriver.

- The engine room is a mess. Live power cables sparking and hanging low from the ceiling must be cleared to get to Dresk. Acrid smoke is filling the chamber. Freeing Dresk from the toppled control panel requires a successful **Hard (◆◆◆) Athletics check**. He is currently at 6 wounds and has two Critical Injuries of **Average (◆◆)** severity.
- Convincing Dresk to leave the ship requires an **opposed Social check** against his **Discipline**; add  to the check if a major danger is apparent. He automatically gives in if the ship floods or when the Imperials arrive. Dresk isn't interested in talking about any future with Gorensla or otherwise until he is out of danger.
- Rapidly analyzing the ship's issues requires a **Hard (◆◆◆) Mechanics check**. Due to the damaged parts and Dresk's failed jury-rigging attempts, the repulsorlift and sublight systems require a **Daunting (◆◆◆◆) Mechanics check** to fix temporarily. Up to two people can assist. The repairs take ten minutes, although the PCs' skill check results can alter that amount of time.
- Launching the ship and freeing it from the debris is a minimum **Daunting (◆◆◆◆) Piloting (Space) check**. The difficulty may be reduced if the PCs clear the

tree and other major debris from under the ship. If the debris has significantly stacked up against the landing gear or the gear has been damaged by debris or dish impact, the difficulty of the check should be upgraded once for each situation. Failure causes one point of hull trauma per  and one point of system strain per .  causes debris to become almost permanently wedged into the landing gear, adding  to all Piloting checks.

YEEL DRESK [RIVAL]

Yeel has seen his triumphant sale of *Tragic Hope* turn from riches in credits to a ruin of a crashed starship. As his lack of repair skills is matched only by his stubbornness, he has yet to leave the planet. Now stranded in a roaring river as floodwaters rise, Yeel is beginning to feel that perhaps he might finally be amenable to outside help.

2	3	2	2	3	3
BRAWL	AGILITY	INTELLECT	ENDURANCE	WILLPOWER	PERSEVERANCE
SOAK VALUE	W. THRESHOLD	W. DEFENSE			
2	12	0	0		

Skills: Charm 1, Coercion 1, Cool 1, Knowledge (Education) 1, Knowledge (Underworld) 1, Negotiation 1, Perception 1, Piloting (Space) 2, Ranged (Light) 1.

Talents: None.

Abilities: None.

Equipment: Duelist blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Accurate 2, Stun setting), other equipment on board the *Tireless Wanderer*.

TIRELESS WANDERER, SOROSUUB LUXURY 3000 SPACE YACHT

Yeel Dresk hadn't been planning to buy a ship with his newfound riches from the sale of *Tragic Hope*. Upon seeing this yacht at the Riar Starport, however, he immediately fell in love. He especially liked the customized laser cannon that was already mounted, although he never had an opportunity to use it before the ship's engines failed shortly after launch and the *Wanderer* crashed.

4	3	+0	1	-	-	1	1
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PROT/STAB/ORD/ALT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			30				12

Hull Type/Class: Yacht/Luxury 3000.

Manufacturer: SoroSuub Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 100.

Passenger Capacity: 10.

Consumables: One month (currently one week).

Price/Rarity: 120,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

WATER RESCUE

If the PCs find themselves in real danger with a severely damaged vehicle or medical issue, they may call the Royal Emergency Team for aid. Response times are typically thirty minutes to an hour and result in one rescue airspeeder arriving with a pilot and two medical technicians. They aren't law enforcement officers, and they are unlikely to know that the PCs are wanted unless the PCs did something newsworthy or caused a problem locally in the hours leading up to the call.

A water rescue could also be needed if the PCs run across a vehicle or dwelling in immediate danger from the floodwaters. A tremor in the Force caused by someone panicking nearby could get the PCs' attention. They could spot a land vehicle floating downstream with several individuals aboard or one trapped by debris. After the PCs offer urgently needed help, the emergency team could be called to take the rescued people to a hospital or evacuate more residents from the area.

IMPERIAL ATTENTION

Imperial forces on Toydaria have also gotten involved by now, picking up information about the raid on the mansion. They know that the masked mercenary leader fits the description of someone the ISB strongly desires to capture. ISB agent Lorn Bal has discovered the raid's purpose and, having heard of Walisi's situation (or demise), knows that the next target must be the person who sold the statue to the Toydarian: Yeel Dresk. Gathering a stormtrooper squad, he has dashed off in hopes of capturing Dresk to gain information on the mercenary leader, or perhaps hold him as hostage to lure her into a trap. Anyone with Dresk, of course, would be unexpected but welcome targets.

Bal's forces become visible in the distance just as the PCs fend off the first set of debris and a storage tank. Ideally, the Imperials reach the ship roughly when the communications dish is about to strike it, in order to build pressure on the PCs. At this point, the PCs are probably frantically working on the ship, with some defending against debris, one preparing for takeoff or clearing debris from under the ship, and one perhaps flying or protecting their own vehicle. They might also be dealing with a catastrophe of their own making with unfortunate skill checks. In any case, Irrica should also call during this encounter. If the PCs are already way over their heads or there are three or fewer PCs, the GM might bring the Imperials in as the PCs finish dealing with the dish.

The Imperials are primarily after Dresk and will leave immediately once he is in custody. If the PCs are near Dresk, though, the Imperials will attempt to capture them as well. If the Imperials see *Tragic Hope* or the shard, it immediately becomes the primary target; Bal knows the statue is of greater importance to his quarry. Even if Dresk is in Imperial custody, Bal will go after the shard if he sees it, and he will not leave without it. Those captured (and their belongings) are placed in a detainment cell in the NN-01 Imperial Enforcement Airspeeder (see page 58) Bal arrived in.

The Imperial contingent consists of ISB agent Bal, six stormtroopers operating in two minion groups of three (all equipped with jetpacks), and a single stormtrooper pilot who flies their lightly armed and armored NN-01. The group is expecting to apprehend an isolated individual suspect, not fight an armed group. The pilot attempts to deploy the stormtroopers above the yacht. If deterred from doing so (such as due to blaster fire or unstable conditions caused by the raging waters), the pilot drops them in a nearby clearing, and they work their way back to the crash site via jetpack or on foot. The airspeeder provides air support if needed. If heavy fighting breaks out, Bal issues a call for aid. However, the nearest backup is out of Riar, so it can't provide immediate help.

ISB AGENT LORN BAL [NEMESIS]

Bal has never enjoyed his assignment on Toydaria, as Hutt domination there means he cannot wield Imperial power as fully as he would desire. Faced with the opportunity to pursue someone he believes to be associated with the mysterious mercenary under ISB scrutiny, Bal is eager to deploy his forces far from Hutt attention and to grab Dresk and anyone with him for interrogation.

3	3	3	3	3	3
BRAWN	AGILITY	INTELLECT	CONNING	WILLPOWER	PRESENCE
SOAK VALUE	IN THRESHOLD	S. THRESHOLD	M/N DEFENSE		
4	12	15	0	0	

Skills: Brawl 2, Charm 2, Coercion 2, Cool 2, Deception 2, Discipline 2, Knowledge (Education) 1, Knowledge (Underworld) 3, Piloting (Planetary) 1, Perception 3, Ranged (Heavy) 2, Streetwise 2, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak), secure comlink.





3 BRAIN 3 AGILITY 2 INTELLECT 2 CUNNING 3 WILDERNESS 1 PRESENCE

SOAK VALUE 5 WILDERNESS 5 MIN INTENS 0 0

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), jetpack (allows user to function as a Silhouette 1, Speed 2, Handling 0, System Strain Threshold 3 vehicle that can only operate in atmosphere, and requires Piloting [Planetary] to operate), utility belt, extra reloads. At the Game Master's discretion, one member of each minion group may be armed with a light repeating blaster with sling (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1).

3	2	-1	DEF: FURY/POW/STANDARD/AIT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	2
			HT THRESHOLD:	SS THRESHOLD:
			10	5

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ESCAPING THE ISLAND

The circumstances of the PCs' exit from the island depends greatly on how their attempt to rescue Dresk went. They might have to abandon the *Tireless Wanderer* and escape in their own vehicle. Alternatively, they might have to abandon their speeder or waveskimmer and escape on Dresk's ship. They might try to take the Imperial airspeeder. The PCs might even find themselves stranded, all vehicles too damaged to use. Regardless, if the PCs defeat the Imperials, they'll know backup is on the way and should arrive within hours—Bal's distress signal means a shuttle with two squads of stormtroopers is on the way.

The PCs' likely destinations are Arnel, Bog Bay, Riar Starport, or into the wilderness to lie low, heal up, and regroup. If Grax and Gremka are along, they demand to be returned to Arnel. Dresk has to be convinced to work with Gorensla, but if push comes to shove, the PCs just need to get him back to meet Irrica at their ship (or per the terms of any agreement they might have made). They might have Dresk talk directly with Irrica via comlinks or holographic communicator. Irrica doesn't mean Dresk any harm. She just wants to reestablish the profitable relationship Gorensla had developed with Walisi and sees him as the best way to achieve that. In addition, she doesn't want any other kajidic to find him for the same reason. Despite his mistrust of all things Toydarian, given his current state at this point, Dresk may also be eager for a profitable relationship.

The trip back to Riar could be as eventful as the trip out if the PCs go by land or water. However, they should be allowed to cut some time off the trip, since they have a better lay of the land now and can identify less obstructed routes. If they go by air, they can return to Riar relatively quickly.

If they're aboard the *Tireless Wanderer* or the Imperial airspeeder, the PCs have to come up with a way to sneak into Riar while avoiding Imperial attention. If the PCs try to take the *Tireless Wanderer* to orbit and directly to hyperspace, they quickly discover that the hyperdrive was hopelessly fried due to Dresk's botched repair attempts.

Irrica the Hutt calls at least a couple of times as the PCs are on their way back. Even if the PCs succeed in assuring her that all has gone well and they are returning soon with Dresk, she still tries to check in on their progress. If, for some reason, the PCs failed to get Dresk to go with them, Irrica is most displeased and threatens to immediately sell their ship for scrap.

PLANNING AHEAD

While the PCs are most likely focused on the immediate task of reclaiming their starship, their path forward may be less clear. By now, the PCs should have experienced a significant number of visions. However, they may not have concluded yet that Dathomir should be their next destination if they want to try to defeat or disrupt Jerserra's plans. They may want information about OteroaCorp to fill in more of the shard's history. The PCs might also be curious about Jerserra

DRESK AND TRAGIC HOPE

When the PCs question Dresk about *Tragic Hope*, he is initially reluctant to say much. However, it doesn't take a great deal of effort (bribes, threats, begging, etc.) to convince him to give in and tell a few tales. Dresk can relate family stories about the shard's heritage. He says that everyone in his family thinks an ancestor somehow found it on Dathomir, generations ago in the aftermath of a terrible catastrophe that destroyed a city. The ancestor had worked for a company called OteroaCorp, now long-bankrupt and forgotten.

Dresk knows little else, except that he once planned to research records from the relevant era for more information on the company. He can point to specific Republic archives in the Imperial databases that might be of interest. Any major Imperial network should have access. However, given the sensitive nature of the object, those database entries are likely to be monitored. He's heard that there is a black market service on the Kwenn Space Station on the edge of Hutt Space that specializes in digging out old data without attracting Imperial attention. See **Data Mining**, on page 65.

Should the PCs ask about them, he doesn't know about the main Nardithi Cluster, the crash of *The Oteroan Sky*, or any of the events that led to the shard's creation or to its acquisition by his family. He knows that past family members claimed it had ties to the Force, Jedi, or Sith. Since he's not Force-sensitive, he only believes it enough to have profited from the connection when he sold *Tragic Hope*.

and seek to learn what they can about her. If the PCs have been particularly efficient about getting to Dresk, there may not have been enough time for them to experience an adequate number of visions pointing them to Dathomir.

Exactly how and where the PCs try to learn more about their opponent and the artifact depends on their approach to their current circumstances. If they are rushing directly back to their starship in an effort to escape Toydaria as soon as possible, they won't feel like they have time for anything else. These investigations will take place offworld; the PCs may already be thinking of Kwenn Space Station, thanks to Dresk's comments.

If the PCs are taking more time in Riar to set up or carry out their meeting with Irrica, they may return to their underworld contacts for more information. They might also attempt to slice or revisit previously accessed local or Imperial databases to see what they can turn up. Anything the PCs might learn on Kwenn Station they can potentially learn on Toydaria, but it is harder to accomplish without attracting attention, especially with Imperial forces after them now. See **Data Mining**, on page 65, for more on how the PCs can attempt such information searches.

SHOWDOWN WITH GORENSLA

Unless the PCs decide to abandon their starship and belongings, they eventually must deal with Irrica and the Gorensla kajidic. If the PCs have Dresk, things could go relatively smoothly, at least at first. If the PCs don't have Dresk, they have to negotiate another deal—or concoct a plan to grab their ship and run. Either way, Imperial forces—and Jerserra—catch up with them as negotiations or their clandestine plans unfold.

NEGOTIATIONS

Irrica the Hutt expects the PCs to demand to conclude any deals in their landing bay, and she agrees to this stipulation as a concession during negotiations. If the ship is in Bog Bay, she already controls everything about the location since Gorensla owns it. If they docked at Riar Starport or some other landing facility, Irrica bribes or threatens the starport security and administration to give her similar control over their landing site.

If the PCs want to meet elsewhere due to a clever plan they have dreamed up, it is not easy to persuade Irrica to agree, but it is not impossible. If a different location is used, Irrica adapts her plans accordingly and brings along similar forces. If all goes well, the PCs still have to return to collect their ship, in which case the **Interceptions** encounter, on page 61, occurs when they arrive at their vessel.

GORENSLA'S SETUP

Given the importance Irrica is placing on regaining Walisi (or Dresk), she has made arrangements to keep the PCs under her control as much as possible, to help ensure they don't depart Toydaria before she gets what she wants.

- Prior to the PCs' arrival, Irrica has powerful reinforced mag locks welded to all hatches on their starship (except on escape pods). Characters or droids aboard the ship hear the work and become effectively locked in if the work continues unhindered. When the PCs enter the hangar bay, they may spot the locks with a successful **Daunting (◆◆◆◆) Perception check** (reduce the difficulty when they are closer to the ship). On her repulsorsled, Irrica carries a datapad that controls the locks. She simply tosses the datapad to the PCs if negotiations are completed successfully. Alternatively, the PCs might spot the datapad among the many monitors mounted to her sled, and they could grab it manually or by using the Force. If they do not obtain the datapad, it takes a **Hard (◆◆◆) Skulduggery check** to defeat the heavy locks, which have a hull trauma threshold of 12 and one point of armor. The PCs can use a powerful cutting torch or a lightsaber to cut the locks off without damaging the hatches; no check is required but the process takes roughly a minute.
- Two Gorensla Weequay enforcers (see page 39 for their profile) guard the ship's main ramp or hatch at all times, and two more guard the main door into the

hangar. When the PCs enter the hangar, there are two more Weequay enforcers present than there are PCs. All but the ship's entrance guards are in hidden positions behind crates and equipment. They remain concealed until Irrica orders otherwise, though they attack the PCs if fighting breaks out.

- Irrica allows the PCs to enter the hangar bay and get about halfway to the ship before using a booming PA system to order them to stop. They see her through the glass of an adjoining control room. If things seem safe, Irrica glides out on her sled to meet them. If she is concerned about their intentions, she remains inside. She escapes out a back door if fighting breaks out.

Irrica wants Dresk and Walisi, but if the PCs negotiated another deal, she honors it as long as they do. However, if their ship is in Bog Bay, they still have to pay any other docking fees they agreed to when they first arrived—a fact they are likely to have overlooked, and that might take them by surprise. If they annoy Irrica, she might tack on hundreds of credits' worth of additional fees.

If the PCs really botch the negotiation, Irrica gives up and orders the Weequay to capture them. She plans to hand them over to the Imperials for bounties or other rewards. At the first sign of fighting, she immediately flees the hangar bay as fast as her sled can go.

If fighting erupts, the Imperials arrive as the PCs are trying to break into their ship. Otherwise, the Imperials (and Jerserra) arrive just as any successful deal concludes. See **Interceptions**, on page 61.

STEALING THEIR OWN SHIP

If the PCs forgo negotiations and try to simply take their ship, Gorensla intends to stop and capture them. Irrica the Hutt is well prepared for a confrontation. The PCs may try to sneak into the bay and take the ship. They may try to feign going through with the deal or negotiation and then spring a surprise attack. The PCs might make a frontal assault on the hangar or create a diversion to draw Irrica and the guards out of the bay. If Irrica is carrying out her threat of selling the ship, the PCs might even pose as interested buyers.

MEETING AMBUSH

If the PCs openly enter the landing bay intending to get close to the ship before attacking, Irrica and her enforcers are prepared. The enforcers fight from defensive positions around the landing bay. They protect Irrica first and defend access to the ship second. The enforcers use their blasters on stun setting, along with other non-lethal means at the GM's discretion to try to subdue the PCs. If the PCs gain the upper hand, the enforcers eventually flee. If one or more PCs are captured, they are taken to a holding room and are eventually turned over to the royal guard for a reward.

SNEAKING IN

If the PCs try to sneak into the bay, the situation inside depends on when they make their attempt. If it is close to the meeting time, Irrica and her reinforcements are in place. If the PCs act well beforehand or afterward, or if they don't have a meeting time with Irrica, there are fewer guards and the Hutt is elsewhere in the building. The pair of guards at the ship remains in place. Another pair of guards periodically patrols the corridors, sometimes with Nel Henol if the ship is at Bog Bay. Irrica has already had locks welded to the ship's hatches (see **Negotiations**, on page 60). If the PCs try to capture Nel or Irrica to force the situation, both appear to reluctantly play along until they can signal the guards.

All entrances to the hangar bay are locked down, including the roof. Any entrance takes a **Daunting** (◆◆◆◆) **Skulduggery check** to open. Slicing into the door or roof controls takes a **Hard** (◆◆◆) **Computers check** and physical access to the relevant system control computers. Opening the doors remotely takes another check of the same difficulty; failures cause the system to alert the guards and Irrica to the threat.

Once the system or the guards sound the alarm, four Weequay enforcers arrive two at a time for the next two rounds (or in about a minute). Irrica arrives afterward, speeding along on her repulsor sled with two more enforcers running alongside. She avoids fighting, but loudly yells at, and demands various things of, the PCs while they battle the enforcers.

FRONTAL ASSAULT

If the PCs attack the hanger bay outright, they find the same situation as in **Sneaking In**. However, explosions and fighting in the corridors sound a facility-wide alarm and bring a much quicker response from security. In Bog Bay, this means more and more heavily armed Weequay reinforcements regularly arrive. In the starport, it soon brings Royal Guard Patrol Officers to deal with the matter. The officers try to arrest the PCs and anyone else involved in the fighting, but notably let Irrica "escape" just before the Imperials arrive.

DIVERSIONS

Diversions can be effective, but the type of diversion is important. The bigger, more threatening, and more dangerous the diversion appears to be, the more likely it is to draw off the enforcers or security. Unless they are obviously threatened, the Weequay ship guards remain at their posts. Obvious diversions (particularly around a set meeting time) make Irrica suspicious, prompting her to check on the bay personally with a pair of Weequay guards.

DISGUISED BUYERS

If Irrica is trying to sell the ship, she is susceptible to falling for PCs posing as legitimate buyers. She is anxious to get rid of the craft and offers it at two-thirds of its usual price (as it is used) as a start. She'll take a minimum of 25%, but

CUT AND RUN

If the PCs abandon their ship, they must find other means of getting offworld. If they try to use commercial transport, they must disguise themselves or face possible arrest by the royal guard at starport security. If they search for a smuggler or other personal transport, they soon find that most of the local underworld pilots do not want to risk angering Gorensla. However, with enough searching and bribes of at least 2,000 credits, the PCs eventually find a suitable craft and captain. Negotiating travel is another story. The going rate starts at 10,000 credits to travel somewhere outside of Hutt Space, but at least 15,000 credits to fly somewhere inside Hutt Space because of the added risk of running into allies of the Gorensla.

If the PCs try to buy a new vessel, legitimate dealerships start asking awkward questions about their backgrounds. Licensing is also a problem, due to Imperial and royal guard interest in the PCs. Black-market purchases are possible, but as with finding a smuggler, anyone who knows that Gorensla is not happy with the PCs is loath to help them. Credits still talk, but the costs are at least one and a half times higher than normal for the craft they select.

If the PCs draw attention to themselves through their purchase or departure attempts, Imperial or other forces may catch up to them before they can escape. The Imperials might arrive as the PCs are boarding or preparing their vessel. This allows the GM to use and modify the **Interceptions** encounter, on this page, for the new circumstances.

it isn't easy or quick to talk her down to that level. The PCs' disguises must be excellent to stand up to Hutt scrutiny and suspicion. If she realizes who they are, she tries not to let on and instead attempts to maneuver them to a place where her underlings can capture them. If the PCs let on that they know she's onto them, she immediately orders their capture.

INTERCEPTIONS

Jerserra has not given up the chase. While the PCs have been looking for Dresk and learning more about the shard, Jerserra has been studying her own shard. Like the PCs, she has encountered many visions, including one that indicates they ultimately bring their shard to Dathomir. While she is confident she could win any confrontation on her homeworld, she won't overlook an opportunity to obtain their shard here and now.

The GM should especially take into account her earlier interaction with the PCs. Depending on that outcome, she might have garnered valuable information concerning her new foes and their own abilities to use the Force. She could have only gained misleading impressions or feel so overconfident that she does not prepare well for their next encounter.



Either way, Jerserra has decided to use one of her favorite plays: pitting Imperial forces against her foes and letting them weaken each other before she arrives. With that in mind, once she knows where the PCs will be (perhaps through Force visions, or her Toydarian agents), she uses her personnel to deliver a tip to the local ISB officials.

The Imperial forces arrive just in the nick of time, from their point of view. Ideally, the Player Characters are just about to attempt to break into their own ship or are waiting to board another vessel providing offworld passage. If the PCs' deal with Irrica is going well, the Imperials arrive just as they are wrapping up. Once the Imperials arrive, Irrica and her enforcers withdraw.

Six Imperial stormtroopers (see page 58) operating in two minion groups of three each enter the bay. They target only the PCs in the first round, but also open fire on the Gorensla personnel to allow the GM to adjust the flow of the combat as needed. ISB Agent Bal leads the troops if he is still alive; otherwise, a lesser agent takes his place. Once they've engaged the PCs and all sides have suffered some damage, Jerserra arrives, using the confusion of the battle to mask her approach. Coming alone, she hopes to perform a fast attack to gain the shard, while her mercenaries wait nearby to aid in her departure.

Jerserra goes directly after the PC with the shard, whether or not it is visible. She obviously detects its presence and may even say as much as part of a threat. She is far more interested in the shard than in any of the PCs, known Force users or not. If she obtains the shard, she immediately retreats and heads directly for her own shuttlecraft a few bays down. If Bal is still active, he directs at least half his forces to attack her, quickly recognizing her as the much more valuable target. His stormtroopers, though, should be quite outclassed. If she hasn't already, this is an excellent moment for her to activate her lightsaber and fully use her Force powers to terrorize and slaughter her opponents.

This should be a difficult fight for the PCs, especially any who challenge Jerserra directly. However, while she badly wants the shard, if Jerserra takes damage exceeding half of her wound threshold or strain threshold, she withdraws. She knows she has another chance later on. The Imperials continue the attack, though, until the PCs can dispatch them.

THE LONG ARM OF ROYAL LAW

If the PCs are forced to retreat on foot instead of regaining their ship, the Imperial forces are joined by two to four Toydarian royal guards. If the PCs successfully launch their ship or depart the city via some other flying craft, they are immediately chased by ten pursuit drones of the Riar air patrol (see page 63). The drones arrive in two sets of five, and additional drones catch up if the PCs loiter in the air over Riar.

Riar Starport staff halfheartedly demand that the PCs land immediately, while royal guard personnel back them up with threats of letting the drones open fire on the PCs' ship or vehicle. The drones open fire if the PCs do not respond or do not agree to land.

THEY LOST THE SHARD

If the PCs lose their shard to Jerserra, not all is lost. Having already been exposed to it for a significant period of time, they still receive Force visions related to it and her. In fact, visions about Jerserra's plans increase both in frequency and in their depictions of the level of havoc she causes while wielding the item. If the PCs decide to abandon their pursuit of the shard, the visions haunt them until they either go to Dathomir or encounter Jerserra at a later date. At that point, she wields the power of the full Nardithi Cluster (see **Always in Motion Is the Future**, on page 95) and has established growing control over several Outer Rim systems.

There are repercussions for losing the shard: the PCs no longer have access to a powerful tool that would have helped them navigate the wilds of Dathomir and the depths of Oteroa Zero-Twenty. Even worse, Jerserra has the full power of the Nardithi Cluster when the PCs confront her on Dathomir or elsewhere.

The drones swarm around and attempt to latch onto the target. Each deliberately aims for the cockpit, weapons, or engines in an effort to disrupt the ship's critical systems by magnetically attaching itself to the ship's hull and activating the ion mesh array on its underside. This delivers a large and focused ion charge to the ship's systems that passes within a two-meter-diameter area centered on the drone.

The PCs must defend against the drones seeking to latch onto their vessel. Drones that latch on can be pried off the hull with a **Hard (◆◆◆) Athletics check**. With an **Average (◆◆) Mechanics check**, a character may know or realize that a directed electrical surge could be created that would overpower the drone and burn it out. However, the surge would also completely fry the ship's electronic systems near the drone in the process. It isn't easy to override the ship's safety systems and properly direct the surge, requiring a **Hard (◆◆◆) Mechanics check**. Particularly poor results might burn out or severely damage systems farther away from the drone as well. The ion mesh array takes a lot of power, limiting its use to two rounds. If their attack doesn't work, the drones emit an easily detectable homing beacon to call for reinforcements.

An Imperial patrol consisting of two minion groups of two Imperial TIE/LN Starfighters each (see page 261 of the **FORCE AND DESTINY** Core Rulebook) intercepts the ship as it clears the atmosphere. The patrol pursues the ship until it escapes the planet's gravity well or is destroyed. If desired, the fighters can be backed up with an Imperial Customs patrol ship (an *IR-3F*-class light frigate, from page 267 of the **FORCE AND DESTINY** Core Rulebook).

RIAR AIR PATROL PURSUIT DRONE [MINION]

These disk-shaped drones are fast, but not particularly well armored. They are designed to capture suspects rather than destroy their craft, and so are armed with potent ion mesh arrays. As they are relatively cheap but effective, Riar Starport authorities use them in high numbers to ensure that air traffic routes remain clear.

1	3	1	0	0	0
Brawn	Agility	Intellect	Comings	Willpower	Presence
0	0	5	0	0	0

Skills (group only): Perception 3, Piloting (Planetary) 2, Ranged (Light).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Latch-On (once at close range, make an **opposed Piloting [Planetary] check** against target vehicle to affix drone to target), Jet Powered (while aloft, the drone functions as a Silhouette 1, Speed 3, Handling +2, System Strain Threshold 2 vehicle).

Equipment: Ventral turret-mounted ion mesh array (Fire Arc All; Damage 5; Critical 3; Range [Engaged]; Ion).



REPERCUSSIONS

The events on Toydaria can cause repercussions that follow the PCs as they travel the galaxy. To what extent depends on the circumstances of their departure and other events on Toydaria. Here are a few likely scenarios; the GM should feel free to adapt them or create new ones to fit events as they unfold.

Captured PCs: PCs whom Gorensla captured are eventually turned over to the Imperials for a reward. PCs whom the Riar royal guard captured are held in a detention center in Riar and handed over to the Imperials after all paperwork has been filed and completed. The Imperials take any PCs they capture and put them aboard a transport shuttle in Riar Starport, along with other criminals.

Before it departs, Agent Bal leads an interrogation session to learn more about his masked quarry. At this point, the PCs might be able to trade information or even learn more about Jerserra by flipping the interrogation via successful **opposed Social skill checks** against him.

Imperial Authorities: Warrants or other notices go out based on what the Imperials know of the PCs' actions. If any PCs were observed using Force powers, it is noted in warning, so that any response to disturbances they cause will include a larger-than-usual number of ISB agents or security personnel. However, transmission of such data is not instantaneous or evenly distributed to other Imperial units. Quickly moving PCs have a few hours or days before the news catches up with authorities outside of Toydaria.

Other Mercenaries: Other mercenary groups in the Outer Rim have noted Jerserra's interest in the shard, but so far they regard it as just another Force-related artifact. They are not yet aware of her ultimate plans to use it along with her own shard to find the cluster and build her own empire in the Outer Rim.

It is unlikely that the PCs will encounter another Nemesis-level NPC as their main foe, unless they already seriously wounded Jerserra or otherwise knocked her out of the picture. If they did, another Force-using mercenary of similar abilities (but armed with a more traditional lightsaber of the GM's choosing) who has been covertly monitoring her actions steps in, seeking to capture what must be a very valuable prize, given Jerserra's intense interest.

In this case, this NPC gains access to Jerserra's shard and, thanks to the visions, soon surmises its usefulness. The new Force user takes over Jerserra's quest for the Nardithi Cluster, but lacks her background knowledge. This NPC tracks the PCs to Oteroa Zero-Twenty, but, without Jerserra's Dathomirian allies, brings guilded bounty hunters (see page 404 of the **FORCE AND DESTINY** Core Rulebook) along instead. The PCs are likely to uncover the Nardithi Cluster on Dathomir just ahead of this NPC.

If the GM has previously included Force-using NPC opponents in the campaign, one of them might make a surprise appearance if the PCs stop on their way to Dathomir. This NPC could possibly even be willing to work with the PCs to prevent Jerserra from becoming too powerful and thus a personal threat.

Gorensla Kajidic: If the PCs successfully concluded a deal with Irrica or otherwise ended their relationship on good terms, they have no trouble from others in the kajidic. If the PCs reneged on a deal or fought repeatedly with the kajidic, the PCs will at the least face higher fees from Gorensla allies aware of the situation, though they might gain new allies from rival kajidics such as the Desilijic. If the PCs killed Irrica or if she perished during a confrontation with them, the kajidic immediately issues a sizable "dead or alive" bounty on the PCs they believe to be responsible, and Gorensla allies refuse to work with the PCs. This news travels fast, and the PCs are likely to encounter at least one band of opportunistic bounty hunters during the adventure.

NEXT STOP?

The PCs have several options when they depart Toydaria:

If they have enough information and feel prepared to do so, they head for Dathomir. The world is about a quarter of the way around the galaxy from Toydaria, so it is not a quick trip. If needed, see the galaxy map on pages 348 and 349 of the **FORCE AND DESTINY** Core Rulebook for more on their locations in the galaxy. There are no direct routes to Dathomir, so the PCs must determine the most efficient or safest route among the myriad hyperspace lanes. The PCs may opt to stop at one or more worlds along the way, depending on the condition of their ship, health, and supplies. See **Traveling to Dathomir**, on page 67.

If the PCs seek out more information about Dathomir, OteroaCorp, or *Tragic Hope*, they could theoretically choose almost any civilized destination in the galaxy. However, Dresk's tip about Kwenn Space Station is a good one. The GM may also call for an **Average (♦♦) Knowledge (Underworld)** or **Knowledge (Lore) check** for the PCs to determine the best place to secretly look up information without much risk of attracting attention. Kwenn should be the prime destination, and doubly useful as the PCs can resupply and see to any serious injuries there as well.

The PCs may opt to return to their homeworld or base of operations. They may have options there that allow them to continue their research into the shard or Jerserra. If the PCs linger more than a few days, and if their addresses are publicly known, Imperial ISB agents arrive in force to investigate and capture them. If the PCs angered the Gorensia kajidic, bounty hunters could show up to do the same at any time. If the PCs don't have a recorded address but are known to frequent particular public areas, they likely gain a few days before Imperial agents or bounty hunters get on their trail—unless the PCs lay low and spend some bribe money to cover their tracks.

KWENN SPACE STATION

Kwenn Space Station is a well-known destination and way-point for travelers moving between the heart of the galaxy and the Outer Rim, particularly Hutt Space. The station is an enormous structure three kilometers in diameter and even greater in height. The lower sections hold enormous dry docks big enough for even the largest capital ships, enough to hold several Star Destroyers at a time. The upper sections include offices for a multitude of corporations, a major entertainment resort for those who can afford it, and a notorious shadowport. Areas of the station most relevant to this adventure are covered in this section. If desired, the GM can find more details about Kwenn Space Station in **LORDS OF NAAL HUTTA**, from the **EDGE OF THE EMPIRE** series. Should the PCs elect to go elsewhere, the GM still can probably adapt the events of this section to their chosen destination.

When the PCs arrive at the station, they notice a high level of incoming and outgoing traffic. If they have been to the station before or know its reputation, they realize there is far more activity than normal. Though this is initially worrying, it soon becomes clear that there are no Star Destroyers or other large Imperial ships currently moored in dry dock. Smugglers, black marketeers, criminals, Hutts, and other major players in illegal enterprises are taking full advantage of the reduced Imperial presence while it lasts. The next Imperial ship is scheduled to arrive in approximately two hours, but that is just an estimate.

The PCs are quickly assigned to a large landing bay serving dozens of freighters. It looks chaotic, but is actually well directed by Kwenn control. The inside of the station is just as active as the traffic: everyone seems to be in a hurry. The PCs can arrange for any work they require on their ship, purchase supplies, or obtain treatment for their injuries.

With a successful **Hard (◆◆◆) Streetwise check**, the PCs locate Red-Eye Dren, a cyborg Sullustan infochant with access to the Imperial and Republic databases they need. He is in the deepest and seediest section of the cantina district, operating in a tiny, electronics-filled, spherical compartment wedged between two rambunctious drinking establishments. Alternatively, the PCs might access the station's network and try to locate the information themselves. See **Data Mining**, on page 65, for details.

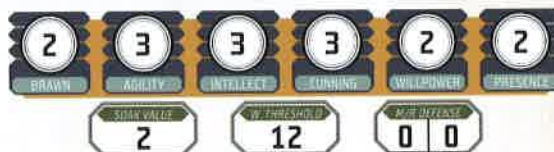
As advertised, Dren has a pair of intensely glowing, red cyborg eyes, making it difficult for others to look at him directly. He can control the brightness, but he thinks the distraction gives him an advantage over his clients. Dren

enjoys a challenge, and he is very disappointed when the PCs' requests prove to be relatively easy. His starting price is 1,500 credits for the information, but he expects to negotiate extensively. See **Data Mining**, on page 65, for the information he can typically provide.

If the PCs make too much trouble, it attracts the attention of patrons from both of the adjoining businesses, and a mob quickly forms to remove the troublemakers. Dren can produce a momentarily blinding flash from his eyes that may dazzle anyone who looks at him during the altercation.

RED-EYE DREN [RIVAL]

Dren has operated deep within Kwenn for many years now, trading tidbits of information for credits and more information. His signature glowing eyes are only the most obvious of his cybernetic replacements. Through his access to a wide variety of databases, Dren has made himself invaluable to criminal elements throughout the region.



Skills: Astrogation 1, Charm 2, Coercion 2, Computers 4, Deception 1, Knowledge (Education) 2, Knowledge (Underworld) 2, Negotiation 3, Perception 3, Ranged (Light) 1, Streetwise 2.

Talents: Codebreaker (remove ■■ from attempts to break codes or decrypt communications, and decrease difficulty on Computers and Intellect checks these attempts twice).

Abilities: Customized Cybernetic Eyes (add ☹ ☹ to Perception checks; add ■ to Negotiation and similar checks made against Dren by beings looking at his eyes), Optical Flare (may use cybernetic eyes as Range [Engaged]; Slow-Firing 2 effect; characters who see the flare must make a **Daunting (◆◆◆◆) Resilience check** or become blind for two rounds per ▼ and gain a ■ for every ☹ until the end of the encounter; a failed check with ☹ means the target is Blinded as per **Table 6–10: Critical Injury Result** in the **FORCE AND DESTINY** Core Rulebook, page 225).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

DATA MINING

If the PCs don't use Dren to gain the information they need, they must make a series of Computers checks to slice into an appropriate system and find the data, while avoiding setting off any alerts. See **Table 2–1: Data Mining**, on page 66, for specific slicing tasks, difficulty of the associated checks, and results if checks are successful. The first task listed is for gaining access to the correct system; direct access is easiest, though slicing the wireless system or entering via a remote network is also possible. If the PC is rushed, the GM should add ■ to the dice pool. Upgrade the difficulty of the check once if disruptions are occurring (such as combat). Once they have access, the PCs can then attempt further checks to gain specific information.

TABLE 2-1: DATA MINING

Task	Difficulty	Result
Direct access	Average (◆◆)	Gain access to the target system (reduce difficulty level by one if the PCs have an appropriate code cylinder or other security access control device).
Locate business database	Hard (◆◆◆)	Locate and access the proper database. Failure might cause the PC to waste time searching the wrong file locations.
Access business database and locate information on OteroaCorp and Dathomir	Hard (◆◆◆)	Access the database. Success reveals the information sought. Failures do not trigger an alert, but ☹ and ☹ do.
Remote wireless or network access	Daunting (◆◆◆◆)	Gain access to the target system by slicing the wireless system or through a connected network.
Locate general information or news about Jerserra	Daunting (◆◆◆◆)	Locate general stories about the mercenary leader's past actions, such as her many blood-soaked searches for Force-related artifacts across the Outer Rim.
Locate a specific detail about Jerserra	Formidable (◆◆◆◆◆)	Locate a specific detail about Jerserra, such as a known enemy. On a ☹, the PC learns she is rumored to be a native of Dathomir.
Wipe or alter system logs to cover access	Formidable (◆◆◆◆◆)	Remove all records of PC's having accessed the database. A ☹ result also recalls any agents dispatched on previous alerts.

☹ always alerts the system monitors of the breach. If the PC is on an Imperial world, the system traces the PC's location; local agents or stormtroopers are immediately dispatched and arrive within a minute or two. If the PC is on Kwenn Space Station or at another location with a lesser Imperial presence, ISB agents are dispatched instead. However, depending on the PC's location, it takes a minimum of an hour to reach that location, and quite possibly up to several hours or days if the PC is relatively isolated. ☹ results on such a check might prompt a more robust response or add significant time to the task.

- Occasional attempts to exploit the world's resources seem to end in disaster. The loss of the city of Oteroa Zero-Twenty many years ago is just one example.
- Rumors persist that the world had some strategic value to Separatist leaders during the Clone Wars.

SUCCESSFUL SEARCH RESULTS

The following points are revealed with successful checks on the given subjects. The GM may give this information out with one successful check, or may spread it out over checks of varying difficulty. Jerserra's details should be harder to obtain, unless the PCs have extensive underworld connections and thus can more easily recognize relevant data.

DATHOMIR

- This planet is obscure, virtually unknown to most citizens in the galaxy. Roaming its dense forests are exceedingly dangerous creatures, perhaps the best known of which are the fearsome rancors.
- The world is only lightly inhabited by several thousand individuals living in conditions regarded more primitive than the galactic norm. It has a very small Imperial garrison, and official Imperial sources warn visitors away from the world.
- According to rumor, the inhabitants wield unusual powers. Wild tales, frightening beasts, and inexplicable events are central to the world's reputation.



OTEROACORP

- OteroaCorp was a small but powerful interstellar corporation that specialized in harvesting biological resources and mining raw materials. It was active for over a century, but isn't any more.
- It used extremely long-term strategies, typically establishing a settlement and growing it into a large town capable of supporting all personnel and initial processing procedures.
- The company would place a massive mobile processing center in orbit above the planet or near other resources, such as asteroids. The centers would remain in place for years, until the planetary operation ended or a more lucrative source demanded a change.
- OteroaCorp went bankrupt following a disaster that destroyed the city designated "Oteroa Zero-Twenty," its operation on Dathomir. Most believe the corporation covered up the details of the catastrophe, as it didn't want its methods exposed to Republic scrutiny. The company instead claimed it was a natural disaster. Rumors suggested OteroaCorp's orbital processing ship was ordered elsewhere just before the disaster. Weeks later, the ship was reported lost in hyperspace when it failed to arrive at its new deployment area. The scant survivors of the disaster that had befallen the city claimed otherwise, and the company dissolved in scandal within a year of the tragedy.
- The region where Zero-Twenty was located is listed, but not its precise coordinates.
- The corporation's assets were sold off, often in shady deals that obscured their final destinations. OteroaCorp leaders were widely accused of embezzling or profiting unethically from the sales.

JERSERRA

- Her appearance matches that of a mysterious, masked mercenary known for an especially aggressive and bloodthirsty approach in getting what she wants.
- She apparently leads a wide-ranging group of smugglers, blasters-for-hire, and other criminals, but has kept its existence less well known than the larger syndicates.

- She seems more interested in using her operatives for gaining specific intelligence than for standard criminal activities, though crime does help fund her activities.
- Rumors abound about her unknown homeworld, her alleged inhuman powers, and her use of weaponry not openly seen since the Clone Wars.
- Several underworld sources have whispered that her motives seem to involve searching for Force artifacts, specifically ones involving particular stone formations.
- The ISB is highly interested in learning more about her and her operations, but has been humiliated in each attempt to capture her.

TRAVELING TO DATHOMIR

Getting to Dathomir isn't easy. Its data is only periodically updated in the official navigation charts, and it isn't on any of the well-traveled hyperspace routes. The PCs easily discover that their data for the area is significantly outdated (increasing the difficulty to their Astrogation check twice), and they may decide to find an update before making a final jump to the system. Their primary options are using bootlegged smuggler navigation charts from the underworld, and trying to slice into the navigation system of an Imperial ship that has more recent data.

The travel time depends on their starting point. Dathomir is a long way from Toydaria, making the journey take a minimum of one week. It could take many more, depending on their class of hyperdrive and the results of their Astrogation check. With no direct route, choosing from so many route options could easily add several days to the journey.

Jerserra has access to several fast ships, including those with Class 1 hyperdrives. She also has the most up-to-date astronavigation charts, since her people are constantly ferrying contraband and mercenaries across systems. However, it is possible that a higher-priority crisis could divert her from making the trip immediately. She could also need to recover from wounds gained in one of the earlier clashes with the PCs or Imperial forces. The GM is free to fashion this or other details as needed to ensure they meld with the adventure at this point.

EPISODE II XP REWARDS

Standard experience point rewards for **Episode II**:

- Successfully making an initial deal with Gorensla: 5 XP
- Navigating the Toydarian wilderness to Yeel Dresk's crash site: 5–10 XP
- Finding Yeel Dresk: 5 XP
- Convincing Dresk to join up with Gorensla: 5 XP

- Completing a deal with Irrica the Hutt and/or the Gorensla kajidic: 10 XP
- Escaping Toydaria: 5 XP
- Gaining information on OteroaCorp or Jerserra: 5 XP

As always, the GM should award bonus XP for good role-playing and engaging with the PCs' Motivations.





ECHOES OF THE PAST

"And you said it was pretty here. Ugh!"

—C-3PO

Episode III begins with the Player Characters arriving in the Dathomir system. Once in orbit around the planet, their first order of business is to ascertain where to begin their search for Oteroa Zero-Twenty. Once it is located, the PCs feel the effects of the Nardithi Cluster and seek it out. All they know for certain is that they must reach it before Jerserra arrives. Ultimately, the PCs clash directly with Jerserra and her allies, deep in the buried ruins of *The Oteroa Sky*. The winner gains control over the Nardithi Cluster—or destroys it—and must escape the collapsing ruins. This chapter includes:

- **Arrival at Dathomir:** The PCs arrive at Dathomir and must determine where to begin their search for Oteroa Zero-Twenty. As they approach the ruins of the city, though, they begin to feel the uneasy effects of the vergence surrounding the Nardithi Cluster. Once the PCs find a suitable location to land their ship, though, this also triggers new hazards as little in this region is welcoming to them.
- **Ruins Above and Below:** The PCs search the ruins of Oteroa Zero-Twenty and then descend into the buried wreckage. They soon discover they must head farther

underground to find the long-lost Force artifact. After soem exploration, they realize that they are not in the depths of the devastated city, but instead are actually inside the remains of a gigantic industrial starship.

- **Across the Refinery Floor:** The PCs determine the location of the powerful stone cluster, but getting to it will require facing dangerous crossings and even more dangerous opponents.
- **The Nardithi Cluster:** The PCs reach the bulk cargo container where the Nardithi Cluster is held. Jerserra is already there, having used her past contacts to provide her with support personnel and a more efficient path through the ruined city.
- **Escape the Sky:** The PCs must escape the collapsing starship. The disruption of the cluster causes turmoil within the vergence, producing chaotic, terrifying, and highly dangerous conditions.

This chapter concludes with the consequences of the adventure. It also provides adventure ideas for a continuing campaign involving the shards, the Nardithi Cluster, Dathomir, and the PCs' new nemesis, Jerserra.

DATHOMIR

Astronavigation Data: Dathomir system, Quelli sector, Outer Rim Territories

Orbital Metrics: 491 days per year / 24 hours per day

Government: tribal

Population: roughly 8,000 (humans 80%, Zabracks 17%, other 3%)

Languages: Basic, Paecian

Terrain: forest, desert, mountains

Major Cities: none

Areas of Interest: Assorted Nightsister and Nightbrother villages, a single Imperial garrison

Major Exports: labor

Major Imports: none

Trade Routes: none (in the region of the Hydian Way and Salin Corridor)

Special Conditions: extremely dangerous creatures, Nightsister and Nightbrother clans

Background: Dathomir is a wild and extremely perilous world filled with violent creatures and foreboding forests. It is very lightly populated; a Star Destroyer's crew complement is many times larger in number to the current sentient population of the world. The galaxy has largely forgotten or ignored Dathomir. Those who know of it are probably aware on account of the rancors that roam its wilderness. Some Force users and historians specializing in the Clone Wars also know it as the reported home of the mysterious, magic-wielding Nightsisters.

During the Clone Wars, some of the mysterious Nightsisters sided with Count Dooku and the Separatists, using their "magic" to aid their allies. However, the only side the Nightsisters are ever really on is their own, and any such alliances are inevitably temporary.

The Nightsisters wield the Force in a manner most unusual compared to the Jedi or the Sith. They are neither. They seem to rely on rituals and talismans to manifest their powers, and their methods are purposely confounding to outsiders. They are strong in the Force, but they follow their own path. The Nightsister clans keep to themselves, but they also support and dominate separate villages of Nightbrothers. The Nightbrothers are Zabrak who long ago moved to Dathomir and have lived here ever since. A few of them are powerfully Force-sensitive, and most are well trained in combat and survival.

The Emperor is well aware of the Nightsisters, though, and a small Imperial garrison nominally keeps watch over their activities. The garrison's real functions are to watch for ships that might take the Nightsisters into the galaxy, and to alert their superiors if this occurs. The garrison is supported with regular restaffing and supply runs, mostly

to replace personnel, who are often lost to wilderness dangers—which are a constant threat on Dathomir.

Life here is rough and rugged, and not for the timid. Settlements must be well defended by barriers or the Nightsisters' special powers, or they don't last long. Predators roam at all hours. Some are relatively easy to frighten away, but most are not. The thick forests make overland travel slow and difficult. Rivers and other waterways are somewhat faster, but equally dangerous.



THE HAUNTED LANDS

The Nightsister clans nearest to the ruins of Oteroa Zero-Twenty call them "the Haunted Lands." Strange lights and noises are common. Creatures here are exceptionally aggressive, even those that normally flee rather than fight. Most disturbing are the reported apparitions and mysterious spirits unfriendly to the Nightsisters and others. Few visit the area, so it is difficult to determine which stories are somewhat true, and which are embellishments on long-told tales. Occasionally, the Nightsisters suffer disturbing visions about the ruins.

The GM can evoke the ominous nature of this area by adding periodic comments about movements occurring just out of sight in the foliage, unfamiliar sounds in the distance, and similar items. Observations of this nature serve to increase tension as the PCs move through the remains of the city and into the haunted wreckage of *The Oteroa Sky*.

ARRIVAL AT DATHOMIR


When the PCs reach Dathomir, they encounter neither an official space traffic control system nor any other indications of regular interstellar travel. They also see no widespread evidence of cities or technology. The heavily forested planet appears wild and untamed. Unless the PCs do something to draw undue attention, the Imperial garrison remains quiet. The PCs' destination and search area are on the other side of the planet from the garrison, so it is possible they could arrive undetected. If not, the garrison is more interested in what the PCs do after arrival.

If the PCs researched Oteroa Zero-Twenty's site before their arrival, they may have an idea of where to start. Using this information, scanning from low orbit for the rough location from orbit takes a **Hard (◆◆◆) Perception check**. Each attempt takes a minimum of thirty minutes, and each  result adds fifteen minutes. If the PCs don't have this information, it takes a **Daunting (◆◆◆◆) Perception check** and at least a day for the attempt;  results add four hours each. Heavy scanning like this (along with the ship's orbital presence) is bound to draw Imperial interest after awhile, though, and so a pair of TIE fighters is dispatched after a day to investigate. Each subsequent attempt takes at least another day.

In either case, the PCs are likely to seek additional guidance via Force powers or visions. The planet is teeming with life, and the presence of the Nightsister clans could draw the attention of Force users. If the PCs focus on relevant previous visions and on what they already know about the shards and Oteroa Zero-Twenty, it helps lead them to the proper region. For example, a PC might recall a specific vision that seems to

fit the world. Focusing on the shard yields the most significant clues in the least amount of time, although these do not pinpoint Oteroa Zero-Twenty's location. If the PCs use the shard, read or paraphrase the following after they meditate with it for about an hour:

As you meditate with the shard, you feel a strong connection between it and the planet below. There is a sense of sameness with the world, an uncanny familiarity. Focusing on those thoughts and feelings as your ship passes over the world begins to draw your attention to a rugged region near the equator. You feel a definite connection between the shard and someone or something down there, but you'll have to be much closer to determine anything more.

Using this information allows the character to add  to the dice pool of any character making skill checks to search the planet from orbit.

SEARCHING FOR ZERO-TWENTY

Once they have found the general region, to narrow the search area, the PCs may make **Hard (◆◆◆) Survival checks** or **Daunting (◆◆◆◆) Perception checks** every hour or so. With a success, they find a wide valley surrounded by broad, sloping hills. While at first glance the

JERSERRA'S ACTION PLAN

Jerserra has the advantage over the PCs in that she has a good idea of when they should arrive, thanks to her Force visions. However, not all is perfect for Jerserra, as she manages to arrive at Dathomir only a day or two earlier. Unlike the PCs, she knows roughly where Oteroa Zero-Twenty is. She doesn't know the exact position of the Nardithi Cluster, but she thinks she knows who does.

Jerserra lands at her old Nightsister clan's village, which is about fifty kilometers from Oteroa Zero-Twenty. She is not surprised that the clan foresaw her arrival. She expects the clan to still be angry over her theft, and couldn't be more surprised at her peaceful reception. Since she removed the shard, a shadow has been lifted from the clan. Their Force-magic has improved and become easier to manipulate.

In essence, the lives of these Nightsisters have improved to such an extent that they have no desire to take back the shard. When they discover she plans to recover the Nardithi Cluster and remove it from Dathomir, they are pleased to be rid of it. They know

the cluster has had a hugely detrimental effect on the forest for decades and want it gone. If Jerserra fails, they will be in no worse shape. If she succeeds or destroys the cluster while trying to remove it, things should be much improved. The Nightsisters are not naive, however: they have contingency plans to defend themselves should she turn on them again. Jerserra has no such plans at the moment.

The clan gives Jerserra all the information it has regarding the Nardithi Cluster's location in the wreckage. It is precise enough that she can reach the cluster not long before the PCs do, by taking a quicker path that is highly unlikely to cross theirs. Jerserra didn't want to share knowledge of this new power source even with her most loyal of followers, so she plans to go alone. Having foreseen Jerserra's arrival and needs, the Nightsisters arranged for fifteen Nightbrothers to be present when she landed at their village. The clan orders the Nightbrothers to go with Jerserra to help her and defend her if needed. See **Nightbrother Ambush** (page 88) and **The Nardithi Cluster** (page 90) for more details.

THE NIGHTSISTERS AND THE PCS

While the Nightsisters' village is a very long way from Oteroa Zero-Twenty, it is possible that the PCs could detect the village if they use a wide search pattern to look for it. The clan's dwellings are well hidden by trees, and some are partially underground, but a detailed and thorough search might reveal the village. Force users scanning the area through the Sense Force power are unable to detect the Nightsisters, though, as they are all skilled at hiding their presence in the Force.

If the PCs are determined to meet the Nightsisters, the clan is well aware of their approach. The Nightsisters' attitudes toward the PCs are neutral, but they somewhat favor Jerserra. If the PCs have detected and

recognized Jerserra's presence in the Force, perhaps though Force vision confrontations, she accelerates her plans, leaving immediately for the stone formation via a customized airspeeder she brought along on her starship. The Nightsisters then try to stall the PCs while Jerserra makes her run to the ship, but they are ready to defend themselves and Jerserra if absolutely necessary.

If the PCs convince the Nightsisters that they too could remove or destroy the cluster, the clan eventually lets them go. The witches have visions of their own that can guide them to achieve the results they desire. If the PCs seek to learn from the witches, the clan laughs and rebuffs them.

area appears as overgrown as the rest of the hilly, rugged region, the PCs' success reveals that the entire valley and an area tens of kilometers around it have significantly smaller trees and plants compared to those in the rest of the region. They have detected the extent of OteroaCorp's once clear-cut harvesting area. As a reminder, the GM should take care to describe all structures and chambers as though they are all buildings or industrial zones, and not a ship. Ideally, the PCs don't realize that *The Oteroaan Sky* is buried underneath Zero-Twenty's remains until they are actually underground.

As the town was crushed by *The Oteroaan Sky* and then the entire area buried in a giant landslide that the crash triggered, there isn't much left visibly intact. It doesn't take long for their ship's sensors, though, to detect large swaths of metal structures under the vegetation that has overgrown the city. If they are reasonably perceptive, they might start to ascertain where some streets were located along the outskirts of the city. Read or paraphrase the following aloud:

As you survey the area in and around the valley, you notice that the vegetation doesn't seem quite as old or as robust as it does in areas farther afield. It is still plenty thick and dangerous, however. Scattered among the stunted trees are occasional towers of vegetation covering what might once have been buildings or industrial structures. Occasionally you spy a fearsome creature scurrying undercover or watching from a prominent structure. The ground is difficult to make out, but it appears very uneven. You see occasional caves or deep pits. Finding a clear area to land the ship is going to be difficult.

More worrisome is a strong sense of danger and dread that seems to emanate from the area. You get an unsettling feeling that steadily increases as you approach. With some discipline, you master your fears—for the moment.

SURPRISE LANDINGS

The PCs eventually find a few clear areas large enough for landing their starship. Each has its own hazards to contend with. If the PCs are careful, they might notice the danger beforehand. The PCs might instead opt to land outside the city, in which case they should face more of the **Surface Modular Encounters** (see page 74) as they make their way into it from their landing site.

LANDSLIDE ZONE

If the PCs land on the north side of town, in the old landslide zone, the ground is mushy. The ship's landing gear sinks into the soil a bit, but then appears to stabilize. The sinking has slowed drastically, but it is still ongoing. The PCs are unlikely to notice for about six hours, when the ground is about halfway to the ship's lower hull. After another twelve hours, the ship sinks to the point that the hull is resting on the ground, and the next day, only the top is still visible.

Extracting the ship from the ground becomes more difficult the deeper it sinks. Fully sunk, this requires a **Daunting (◆◆◆◆) Piloting (Space) check** to carefully fire the engines and lift it out of the muck. On a failed check, the Game Master may spend ☉ to inflict minor damage and ☉ to impart a Critical Hit. The PCs might instead want to dig it out; this requires they achieve a cumulative total of ☆☆☆☆☆ from a series of **Hard (◆◆◆) Athletics checks**. This process takes longer (each check should represent roughly thirty minutes of time passing), but is less likely to harm the ship. The PCs might want to combine these two approaches (dig out a bit, then fire the engines); if so, each ☆☆ on the Athletics checks should reduce the difficulty of the next Piloting (Space) check by one level.

Once the ship is out of the ground, it may not be space-worthy until it is cleaned up and repaired. Certainly retracting the landing gear is impossible without a lot of time and work to clear it.

LOCAL LAIR

If the PCs land on the outskirts of town beyond the landslide zone, they end up uncomfortably close to what appears to be a cave. Its opening is not visible from the landing site, and the PCs are not likely to discover it until its owners have appeared. The creatures ambush the PCs after one or more of the characters have been outside for a few minutes. See **Belonuk Attack** (page 78) and **Sprantal Attack** (page 76) for details on these creatures and the ways in which they encounter the PCs.

If the PCs investigate the area and find the lair, they realize it is the interior of a long-dead, buried dwelling. Digging through the dirt and nests, the PCs find tattered OteroaCorp-issued work clothes and broken tools. They might also find some ruined personal effects.

CENTRAL CITY COLLAPSE

If the PCs decide to land somewhere in the middle of the city, they find a few clearings that are relatively flat compared to their surroundings. The surface is still quite irregular, requiring the pilot to work to set down with the landing gear in a position that allows the ship to remain relatively level (a **Hard [◆◆◆] Piloting [Space] check**). The PCs can spend ☐ to indicate that they have nailed the landing, but otherwise they soon find their landing spot is not stable.

This instability from an imperfect landing begins a few moments later, as the surface under the ship begins to collapse. What appeared to be solid ground is actually part of *The Oteroa Sky's* decaying hull, covered by dirt from the landslide and vegetative overgrowth. The ship's nose abruptly drops, likely sending PCs tumbling into the controls or across cabins. The ship sags forward as a tangle of vegetation briefly supports it like a hammock, then suddenly breaks, causing the ship to drop fifty meters into what appears to be an enormous cavern. Large items of vegetation, enormous hull plates, and other debris rain down on the ship, and its landing gear is severely damaged. The craft takes ten points of hull trauma and five points of system strain, and it also sustains one Critical Hit with +20 added to the result.

The PCs likely sustain injuries as well, depending on their specific circumstances. The GM may call for Coordination checks to dodge falling equipment or other characters. The PCs may also make Athletics checks to hold on while the ship tilts and drops. Successful checks should mitigate or prevent some injuries, but no one should escape unscathed.

Getting the ship out of the hole is more difficult than simply flying out. Depending on the damage sustained, it may require repairs before it can go anywhere. Large trees and at least a couple of massive hull plates have landed on the ship. They must be cut up and moved, or otherwise cleared, before departure (possibly using the Move Force power). The massive knotted vegetation the ship fell through is also entangled with the outer hull. If the ship takes off without the mess having been cleared, upgrade the difficulty of the **Hard [◆◆◆] Piloting [Space] check** once. Hours of work and a **Hard [◆◆◆] Athletics check** is needed to cut away the vegetation; ☐ can be spent to shave time off from this effort.

The noise from the crash scares off creatures for about an hour. After that, some of the larger predators begin to take an interest, especially if the PCs are working outside the ship. If the characters are keeping watch, they have a chance to spot these threats (a **Hard [◆◆◆] Perception check**). If the PCs are too absorbed in their repairs to actively watch for them, one or more creatures might get the drop on them.

The Game Master has two options when the Player Characters decide to begin their search. If they decide to begin their quest from within the collapsed area, the GM may rule that it is an isolated hole, forcing them to return to the surface before making any progress. This allows the GM to use the **Surface Modular Encounters** (starting on page 74) before they find another way underground that links up with the bulk of *The Oteroa Sky*. If the GM needs to move the game along due to time constraints, or doesn't want to play through the surface encounters, the PCs may find a connecting corridor and proceed directly to the **Underground Modular Encounters**, starting on page 81.

NARDITHI VERGENCE EFFECTS

The crash of *The Oteroa Sky* killed many tens of thousands in an instant, ranging from the starship crew to those on the ground. These deaths, along with the rituals the Nardithi Nightsisters performed on the cluster aboard the ship, created a dark side vergence centered on the cratered ruins. GMs can use the following suggestions to portray how this affects Force users in ways beyond the Force visions described in this episode.

As it is a dark side vergence, whenever they are in the region, all Force sensitives add an automatic ○ whenever making Force power checks or using Force talents. The vergence is particularly strong with Force visions; characters who use Force powers that invoke visions (such as *Foresee* or *Insight*) add automatic ☐ on their Force power checks.

The vergence manifests numerous ghostly visions to Force sensitives as they travel through its area of effect (see **Manifestations of Tragedy**, on page 75). These require fear checks by those who witness them, but Game Masters can also allow a PC who passes the first fear check from one of the manifestations to gain a pool of ■ equal to the number of uncanceled ☐ in the check. These ■ can be added to dice pools for other skill checks the character makes while in the area of the vergence, until the pool is exhausted. The GM can also create a pool of □ equal to the number of uncanceled ☐ from the check, to be similarly added to skill checks the PC makes in this area until the pool is exhausted. This approach should be adopted for the entire group or not at all. If it is used, the GM may also want to adjust the difficulty of the first fear check based on how powerful the PCs are to ensure an appropriate challenge.

RUINS ABOVE AND BELOW

The PCs have innumerable paths to choose from to get through the sprawling city ruins. Their task is made more difficult by the fact that they don't know exactly where they're going. They should know they are looking for something powerful, and they should find hints during their search and through the Force. It could and should take them some time to determine a direction and then work out a route that takes them that way. They are eventually headed underground, but finding the right entry point is challenging.

The GM should drop in several of the following modular encounters as the opportunity arises during their search. The encounters are divided into two sections: **Surface Modular Encounters** (starting on this page) and **Underground Modular Encounters** (starting on page 81). Aside from these location restrictions, they may be used in any order, or the GM can create similar encounters to better fit the circumstances. Note that the first underground modular encounter includes one way to enter the area of *The Oterooan Sky* wreckage that the PCs are searching for.

When the PCs start exploring the ruins, the GM can use the following as an example of the general look and feel of the area. The GM can read the following aloud or work it into descriptions as the journey progresses.

As you begin to explore, it is obvious that the ground is even more rugged than it looked from the air. You're constantly walking up and down slopes or ravines of various steepness and size. The flat areas are relatively infrequent, and the vegetation is thick and often thorny. You encounter dense groves of trees as well as endless vines, ranging from delicate tendrils to thick, branchlike ropes, winding through the hilly landscape. There are occasional clearings, but they are usually small.

The ruined buildings are covered in vegetation, but you can still make out some of their forms and the taller structures. The farther into town you get, the fewer the surviving structures. None of them look particularly safe, due to their decrepit state. You often see hints that something may be living inside. The city landscape is dotted with caverns and deep pits, offering a multitude of shelters from the dangers without—for those willing to risk potential hazards within.

Getting around is slow and tough for those who walk rather than flying or using a vehicle. The elevation changes constantly as they push through the underbrush and climb over obstacles. The ground is deceptively unstable: the hull plating under much of it is corroded and might fall apart under too much weight. Those who use a landspeeder must travel slowly to avoid becoming stuck in a low area and to find ways to fit through narrow gaps between the plant life and ruins. An airspeeder can fly over the obstacles, but the pilot may have issues finding suitable landing sites close to areas of interest.

The GM can call for various skill checks as the PCs progress, but should take care to avoid overdoing it once the players get an idea of how difficult the conditions are. Much of the search time can occur narratively instead. Athletics checks can be used to climb or jump over obstacles. Coordination checks might prevent falls into unexpected openings or slipping on a slope. **Hard (◆◆◆) Resilience checks** should occur every hour of near-continuous travel. Perception, Survival, and Vigilance checks help spot areas of trouble or threatening creatures.

Knowledge checks are also useful for searching the ruins:

- Xenology and Education checks help the PCs assess dangers posed by unfamiliar creatures and plants they encounter. Just because a plant can't move to attack doesn't mean it isn't dangerous in some manner. The opposite is true as well: just because something looks menacing doesn't mean it is actually aggressive.
- Lore and Education checks enable the PCs to analyze ruined equipment and clothing they find along the way, providing clues as to their use or ownership. These checks are especially beneficial when the PCs start to head deeper underground. The differences in equipment and clothing offer clues that there is something more than just a city here.
- Education checks enable the PCs to assess the stability of decayed structures and plan ways to bypass or shore up dangerous areas.

SURFACE MODULAR ENCOUNTERS

These encounters may occur anywhere on the surface within or near the ruins of the city. If the PCs land outside of town and try to fly speeders or walk in, they should encounter at least two of these before reaching the outskirts of Oterooa Zero-Twenty. The GM, though, is free to use them whenever it feels appropriate; the ruins of the city can extend quite some distance, after all, given the nature of the disaster.

THE STONE CLUSTER'S POWER

Once the PCs are in the city, they start to feel the effects of the Nardithi Cluster itself. Though deep underground, it is a subtle drain on all creatures in the area, causing PCs and NPCs to suffer 1 additional strain in skill and fear checks whenever they gain any strain from uncanceled ☼.

The cluster also makes recovering health more difficult, adding ☐ to all Medicine checks while in this area. Strain is particularly affected. If PCs are on the surface, then when they make **Simple (-) Discipline** or **Cool** checks at the end of an encounter to recover from strain, they reduce strain by half of the normal amount (rounding down). Once the PCs are around twenty meters or more underground, their recovery check (Cool or Discipline) is still half as effective but is no longer **Simple (-)**; instead it now has a difficulty of **Average (◆◆)**. These drawbacks are eliminated if the Nardithi Cluster is removed or destroyed.

Further complicating matters is the fact that Jerserra starts experimenting with the cluster once she arrives. This produces temporary effects, noted later in this chapter.

MANIFESTATIONS OF TRAGEDY

Much as the shard brought the PCs disturbing visions of Zero-Twenty's tragic end, the ruins of the city are also disturbed by manifestations of the Force. The vergence that has formed around the Nardithi Cluster creates these ghost-like apparitions that occur regularly in and around the ruins. These images are not Force ghosts, but rather Force illusions. Some glow brightly, some hardly at all, but none glow blue. They are mostly grey-white, sometimes with a hint of pale yellow-green reminiscent of the Nightsisters' green-tinted magic (though the characters may not know or recognize it).

Characters with Force powers that counter illusions benefit from those abilities as usual. A character carrying or touching the shard does not need to make a fear check, and reduces by half any ill effects generated by the illusion itself. Multiple characters can touch the shard to avoid the effects, but all gain 1 Conflict each whenever they do this, as per the usual guidance when using the shard.

The apparitions can be observed and sometimes interacted with, but just as often occur autonomously and are unaffected by PC actions. Apparitions seen on the surface range from indistinct forms and disturbing sounds to figures that resemble the city's former OteroaCorp inhabitants. They can appear to be almost any species, but their translucent, ghostly, and distorted images make it difficult to distinguish differences among humanoids.

Each manifestation requires its observers to make a **fear check**. The manifestation type descriptions below include the difficulty and suggested minimum results for a failed check. The GM should feel free to include additional effects (particularly actions caused by fear) per the **Effects of Fear** section on page 328 of the **FORCE AND DESTINY** Core Rulebook or should create unique effects that tie into the character's background and current circumstances.

REGULAR OCCURRENCES

The apparitions are a common but not constant sight in the city; each PC should encounter at least one apparition or tragic scene before heading underground. Multiple PCs might encounter one together, or individual PCs might each have a sudden and disturbing encounter while away from the other characters. The encounters should be troubling, and some should pose a real, immediate danger to the PCs that their Force visions in **Episode II** did not. Unlike most of the PCs' previous visions, these manifestations are visible to everyone in a given area. The encounters may occur at any time during the day or night and last anywhere from a few seconds to a few minutes.

RUNNERS

Fear Check Difficulty: **Average (◆◆)**, upgraded once due to the unnatural nature of the vision.

A dim but distinct light catches your attention. It's hovering about twenty-five meters away. It shifts its shape and size randomly as you look. It drifts slowly through the air, avoiding obstacles like trees and the ruins, continuing to change shape as it moves. It coalesces from a cloudlike mist to something resembling a four-legged beast. It runs, trips, and falls in midair, losing its shape. Moments later, it reforms as a thin humanoid. It runs away, then turns around, shields its face with its hands. A strong wind blows the misty apparition away.

PCs who fail their fear check suffer 2 strain for each ☼ and gain 1 Conflict. PCs who succeed only suffer 2 strain for each ☼.

CHASERS

Fear Check Difficulty: **Hard (◆◆◆)**, upgraded once due to the unnatural nature of the vision.

Hundreds of sickly yellow-green pinpoints of light explode upward from the ground several meters ahead of you, as though bursting from a ruptured pipe or power cable. They form a swarm of lights that burst and flash like living sparks. In the blink of an eye, they suddenly surge toward you at a breath-taking speed, intensifying into bright, eye-piercing streaks of light.

The chasers completely ignore droids (PCs or otherwise). Non-droid PCs who make successful fear checks still suffer 2 strain for each uncanceled ☹. They may make an **Average (◆◆) Athletics** or **Coordination check** to outrun or otherwise avoid the lights. Characters who fail their fear check gain 1 Conflict and freeze in place just long enough for the lights to reach them.

Once the lights reach a PC, that character must make a **Hard (◆◆◆) Resilience check**. The character receives pinpoint, needlelike shocks that inflict a number of wounds equal to ▼. The PC also suffers strain equal to ☹ as the lights swarm around and strike. The chasers do not affect equipment or droids. Characters who failed their fear check and froze may attempt to run after taking this initial damage, but they are chased by the lights for several seconds. The GM may call for additional Resilience checks and other skill checks, as the panicked characters are so frightened and distracted by the lights that they may fall or put themselves in other danger. PCs should make a maximum of three such checks. The chasers eventually streak away at high speed, disappearing into the trees or ruins. If the PCs investigate the point where the lights appeared, there is nothing different about that section of ground.

STAMPEDING MOB

Fear Check Difficulty: Daunting (●●◆◆◆), upgraded twice due to the terrifying nature of the vision.

You feel the ground rumbling, but nothing around you is shaking. An enormous roar, like a thousand panicked people, erupts from a gap between the adjacent ruins. A wall of ghostly beings slams into you almost immediately, and you are caught in a river of terrified and terrifying apparitions. They move, dissipate, and re-form too quickly for you to distinguish or track individuals, though. Due to the sheer numbers, however, you are able to notice that many wear the insignia of Oteroa-Corp. You can't see your companions. Apparitions pass right through you, and the shock steals your breath. The overwhelming rumble threatens to knock you to the ground.

Characters who fail their fear check suffer 2 strain for every ☹ and gain 1 Conflict. They fall to the ground and must make a **Daunting (◆◆◆◆) Resilience check**, suffering 1 wound for every ▼ and 1 strain for each ☹ on that check. Characters who pass their fear check still suffer 1 strain for each ☹ and must make a **Hard (◆◆◆) Athletics** or **Coordination check** to escape the mob; failure means the mob catches them and they suffer 2 strain. Once all the PCs caught in the mob have made their Resilience check, the illusion and all its effects fade away.

SPRANTAL ATTACK

This encounter could be used with **Local Lair**, on page 73. The PCs land near or walk through an area that at first seems to contain a series of round ponds. The ponds are actually the remnants of an industrial processing center. These open-top tanks are now filled with foul water teeming with an abundance of plant and animal life. The tops of most tanks are right at ground level, but as the irregular terrain rises and falls, some tanks sit at awkward angles. In places, this reveals portions of their rusted metal sides. A few of the tanks are still connected by large surface and underground pipes that are bent or distorted, but not completely broken.

The ponds are home to a group of sprantal. These fearsome creatures typically ambush their prey when they come to drink from the ponds, but they sometimes also attack those that just pass by. Sprantal have four strong legs that can raise their stout bodies three meters off the ground. They have a four-meter-long, rope-like neck ending in a head with three large eyes on top and one eye below a fang-filled mouth. Sprantal are capable of spitting a sticky fluid that can slow down or immobilize their prey. They try to take down prey within the range of their long neck so they won't have to leave the pond. However, sprantal are quite capable of moving around if needed to retrieve a meal or battle an opponent.

When the PCs enter the area, read or paraphrase the following aloud:

You see a series of round ponds ranging from five to fifteen meters in diameter. They seem to be clustered in small groups that are lined up along the edge of the rugged surface of the clearing you are passing through. They are muddy and choked with vegetation. A shift in the breeze brings a foul stench as it passes over a few of the ponds.

The sprantal are hiding in the water and watching the PCs. Their globe-like eyes are at the surface and might be spotted by the PCs, but could easily be mistaken for one of the many unusual plants growing in the murk. The PCs may be alerted to the danger by one or more of the following clues:

- Any PCs who are actively searching the area can notice one or more of the lurking sprantal's eyes peering out of the water with an upgraded **Daunting (●●◆◆◆) Perception** or **Vigilance check**.
- A successful **Average (◆◆) Perception, Survival, or Vigilance check** allows a character to notice odd patches of dried and flaking mud that are dark purple in color, scattered around the area. They're on the ground, trees, and walls of the ruins. With a ☹☹ or ☹ result, the PC realizes there are more of these patches closer to the ponds. These are the dried results of past sprantal spitting attacks. If the PCs examine one closely, they find bones of other creatures that fell prey to a sprantal. The irregular ground makes spotting tracks easy, but it is so churned up by the heavy sprantal that it looks like a lot of creatures have used the ponds. ☹☹ on the check indicates that something might use the ponds as a lair instead of just a watering hole.

- A successful **Hard (◆◆◆) Perception** or **Survival check** allows a character to notice where one or more tank walls are exposed to view. The tank is at a steep angle, making one side sit higher than the other and exposing a bit of the rusted wall at a gap in the vegetation. The character also notices the overgrown pipes connecting some ponds above ground.
- The Sense Force power can detect the creatures.

The sprantal try to wait until the PCs get close to the ponds before springing their ambush. However, if the PCs start to leave the area without approaching, the creatures attack with their spray or spitting attacks. The spitting attack works accurately up to medium range, but the creature is limited in the number of times it can use the attack if it is out of the water.

When the sprantal attack, read or paraphrase the following aloud:

With a huge splash of water, the large head of a great amphibious beast rapidly rises skyward, until it is several meters in the air. It looks directly at you with the three globe-like eyes on top of its wide, flat head and a fourth eye below its almost equally wide mouth. Its long neck is relatively thin, stretching back to its body somewhere under the water. There is a sudden intake of breath, and the head tips and lowers as it spits a glob of purplish goo straight at you.

The number of attackers is half the number of PCs (rounding up). The first attacker is the one closest to the PCs. At least one is in a pond on the opposite side of the PCs. At first, all of the sprantal fight from their ponds. The purple substance is very sticky and hardens over time.

Typically, the creatures try to immobilize all of their targets before coming out to eat them. If that isn't working, or if some sprantal are a little too far from the action, one or more rush the targets from their ponds. The sprantal stand to their full height and tower over the PCs as the creatures step out of their ponds. The GM may call for a **Hard (◆◆◆) fear check**, especially for any PCs who find themselves suddenly under one of the beasts.

Cleaning away the spit after the encounter is challenging. It affects weapons and equipment until it is cleaned off. After it dries for several hours, large brittle chunks can be broken off. Cleaning the rest takes a heavy-duty cleaner, and most clothes are permanently damaged or stained.

SPRANTAL [RIVAL]

Sprantal are massive amphibians with thick hides, long legs, and longer necks. They are typically a deep mottled-green color that helps camouflage them, particularly underwater. Their flat heads have three spherical eyes on top in a triangular arrangement, giving them a 360-degree view. When they hide underwater, their heads are just under the surface, allowing the dark-colored eyes to remain above the water to watch for potential prey and enemies. Sprantal have an additional, forward-facing eye below their wide, toothy mouth that allows them to see underwater as well as giving them a better view when attacking prey. Their stout bodies are approximately three to four meters long and half again as wide. Their necks can extend in a highly flexible manner, allowing sprantals when standing at full height to attack creatures everywhere except directly to the rear.





Skills: Athletics 1, Brawl 3, Cool 2, Perception 2, Ranged (Heavy) 3, Stealth 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Silhouette 3, Sprantal Spit (If Blast activates, any additional targets that are hit suffer the same effects as the target. Ensnare requires to activate. Any creature ensnared may attempt an Athletics check to free itself: the difficulty starts at **Average** [◆◆] and increases by one level each round, to a maximum of **Formidable** [◆◆◆◆]. After three hours, the spit becomes brittle and falls apart.).

Equipment: Teeth (Brawl; Damage 8; Critical 4; Range [Engaged]), Sprantal Spit (Ranged [Heavy]; Damage 6; Critical 5; Range [Medium]; Blast 6, Ensnare, Knockdown, Limited Ammo 5, Sunder).

BELONUK ATTACK

The PCs enter an area with a variety of overgrown shelters or cave-like openings all around them. The PCs may have just landed (see **Local Lair**, on page 73) or may be making their way to or from the city's ruins. A pack consisting of two adult belonuks and six juveniles waits to ambush them from the shadows. The pack works together to take down and drag away their prey quickly and efficiently. They are especially dangerous to isolated targets. The pack hides among the vegetation and in dark recesses in the landscape and ruins.

PCs may detect the danger using one or more of the following approaches:

- A successful **opposed Perception check** (if the PCs are actively searching the area for something) or **opposed Vigilance check vs. an adult belonuk's Stealth** allows a character to notice one or more of the creatures trying to hide nearby.
- A successful **Hard** [◆◆◆] **Survival check** allows a character to notice fresh tracks pressed into the ground. Depending on the outcome of the check, the PC might detect that there are two large creatures of significant size and about a half-dozen smaller creatures. Some tracks lead into the vegetation or shelters.
- The Sense Force power can detect the creatures.

If the pack is detected, they attack immediately. Otherwise, they wait until one or two characters are somewhat separated from the rest and target them first. At the beginning of the attack, read or paraphrase the following aloud:

A rustling of leaves and cracking of breaking branches erupts around you. A widespread pack of four-legged predators races toward you at breakneck speed!

The two largest creatures are about a meter tall and are barreling toward [NAME OF THE PC WHO IS FARTHEST FROM THE REST OF THE GROUP]. The animals have lowered their heads, intent on ramming their target and knocking the target down. Smaller predators of the same species swarm out of every dark hole or shelter you can see. They're speeding toward the target.

The two large belonuks attempt to ram the target and knock the PC down. If the first one is successful in knocking the target prone, the second simply tramples the PC. If the first one misses, the second attempts to knock the PC down. They then spend the next round turning around to attack again.

Once the target is down, a half dozen of the smaller belonuks grab the PC's limbs, clothes, or equipment packs and try to drag their prey into the nearest hole, which should take a couple of rounds at a minimum. If the creatures manage to get their prey into the hole, they keep dragging the PC farther and farther into the cave or ruin. If they are followed into the cave by the PCs, another half-dozen belonuks try to follow the PCs in and swarm them in the cave or chamber.

The large belonuks defend the swarms while smaller belonuks try to drag targets away. The large ones continue to try to run down their opponents, and they also bite and claw at their enemies. The large belonuks remain engaged as long as the swarms are above ground, or until about half of the creatures are killed. If the circumstances warrant, a large belonuk may grab and drag a prone target away.

BELONUK (ADULT) [RIVAL]

Belonuks are powerful quadrupeds. They have a bone-like armored head, which they use to ram enemies and knock them over. Their powerful necks do not allow for much range of motion, but their deep-set eyes are widely spaced, giving them an excellent field of vision. Adult belonuks have sharp claws and even sharper needlelike teeth that can pierce the hide of even the toughest of Dathomir's legendary creatures.



Skills: Athletics 3, Brawl 3, Perception 2, Stealth 2, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Belonuk Charge (make an **opposed Brawl check vs. Athletics** or **Coordination**; if the belonuk is successful, the target is knocked prone, suffering wounds equal to and strain equal to), Belonuk Trample (against an opponent that is already prone or is one silhouette size smaller than the belonuk, then as an action, make an **opposed Brawl vs. Coordination** or **Resilience check**. If the belonuk is successful, target is knocked prone until the end of his next turn and suffers wounds equal to and strain equal to).

Equipment: Teeth (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2), Claws (Brawl; Damage 7; Critical 5; Range [Engaged]).

BELONUK (YOUNG) [MINION]

The younger of the species refrain from charging individually, instead using swarm tactics to overwhelm their foes. They minimize their exposure to other predators by grabbing their prey and hiding them away as quickly as possible.



Skills (group only): Athletics, Brawl, Stealth.

Talents: None.

Abilities: Belonuk Pack Tactics (add to the combat check for each belonuk in the group), Belonuk Scramble (may grab a prone target with a successful **Brawl** check and immediately drag the target one range band; the target is immobilized by the pack, and subsequent attempts to drag the target require an **opposed Athletics** check), Silhouette 0.

Equipment: Teeth (Brawl; Damage 4; Critical 4; Range [Engaged]; Pierce 1), Claws (Brawl; Damage 3; Critical 5; Range [Engaged]).

NO ENTRY

As the PCs search the city, they have numerous opportunities to find openings to the buried ship below. However, the wreckage is broken up into parts, and not all of them connect to the lowest levels, where the PCs need to go. This modular encounter serves as one example of a dead end. The GM may break this up into separate encounters, if desired.

The PCs should end up feeling frustrated after putting time and effort into a thwarted search for their goal, but it is important that the players do not feel equally frustrated. Later attempts that also turn up empty should be handled as narratively as possible, especially if the PCs have been trying repeatedly. The PCs should gain useful items or experience from most attempts.

At the start of this modular encounter, the PCs discover what appears to be a large warehouse with a collapsed outer wall on one side. When the PCs get close enough to see the structure, read or paraphrase the following aloud:

Climbing over the hilly terrain, you see the ruins of a large structure ahead of you that is both very wide and very tall. The arching top is covered over in vegetation and mud, forming what looks like a wide hill. Had you approached from another direction, you might have walked right over it without realizing there was anything under it.

From this direction, the structure's side gapes like the broad opening of an enormous warehouse or hangar, but there is no evidence of any remaining doors, or even a wall. Twisted vines and other vegetation hang down from above, like fringes of curtains over the opening. It appears very dark inside.

CREATURES AND DARK SIDE CORRUPTION

The dark side permeates the region where *The Oteroan Sky* crashed into the city. GMs have the option to incorporate its effects into encounters with belonuks, sprantal, and any other creatures that roam the ruins. One way to do so is by requiring **Average** () **Discipline** checks before PCs conduct combat attacks at short range or less against these creatures, with each contributing to the attack. The dark side can also affect PCs who attempt to use the Force during encounters with these creatures, perhaps through removing one or more from each Force power check.

The vergence may also have caused creatures to develop Force abilities that they can wield against the PCs. Certain creatures could gain the Shroud talent, or have the ability to use the Sense Advantage talent (from the **FORCE AND DESTINY** Core Rulebook, page 151). Corrupted creatures might also be able to use Intuitive Shot (see the **FORCE AND DESTINY** Core Rulebook, page 145; use a Force rating of 1 for the creature and spend only on the check). Game Masters are encouraged to explore other ways the fauna and flora could reflect the corrupting influence of the dark side in this area.

The Player Characters may be cautious in their approach, especially if they have already encountered dangerous creatures using such structures as shelter. Despite the size of the space, there are currently no predators living here. The numerous smaller creatures avoid the PCs, scurrying away if seen. From the opening, the ground slopes downward toward the back walls.

Although they have been worn down over time, there are still jagged metal shards and beams poking up out of the ground. PCs who spend some time digging around find old plasteel packaging, crates, crushed droids, and personal effects of the former inhabitants of the city. This should let the PCs confirm that they have located Oteroa Zero-Twenty.

While the roof resembles a domed building's, if characters were to climb up and inspect it closely, they might notice that its construction is more consistent with that of a starship. From ground level, however, it is too dark to pick out details with just a bright glow rod. Attached to the ceiling are a lot of old nests from a variety of creatures, along with some newer ones still in use. Their inhabitants become unhappy if the characters get too close.

Three sets of double doors sit at an angle along the back wall, as though the chamber has dropped slightly at that end. The lower third of each door is buried in dirt and debris. Manually forcing a door open with the debris in place requires a **Daunting** () **Athletics** check. Digging out the entry helps (this takes thirty minutes), and reduces the difficulty one level. Cutting through the door with a lightsaber or cutting torch is also possible.

DOOR OPTION A

One set of doors opens into a crushed room that was once a maintenance bay. A determined Player Character could attempt to climb through the dense wreckage with a **Hard (◆◆◆) Coordination check**. If successful, the character finds a variety of tools and mining machinery, including an old short-range, ground-penetrating sensor pack still in its original heavy-duty storage container. With a power cell and a little maintenance work, the PCs could reactivate it. The sensor pack was normally used for analyzing rock and strata. The PCs could use it to find gaps in the wreckage, to help them find their way through the underground passages. It will scan through up to five meters of dirt, rock, and metal.

DOOR OPTION B

A second set of doors leads to a storage closet filled with dozens of pressurized tanks and canisters. Maintenance personnel used these to recharge mining torches and equipment. Some tanks are empty, while a fair number were crushed in the crash. However, against the back side of the door rests one large tank of a noxious gas, posing a significant hazard to the PCs.

If the PCs open the door, the tank falls out and damages its valve in the process. If they cut through the door, they pierce the tank. A high-pressure stream of poisonous gas quickly envelops everyone within short range of the door. The PCs opening the door must each make a **Hard (◆◆◆) Coordination check** or take eight points of damage from the falling tank. A PC who fails is also trapped or pinned (immobilized) by the tank. The cloud of gas is considered a corrosive atmosphere with a rating of 5 (see **FORCE AND DESTINY** Core Rulebook, page 220), so all PCs within the cloud of gas take 5 wounds each round in which they breathe in the gas. PCs may hold their breath for a number of rounds equal to their Brawn. The cloud dissipates after a minute. PCs using breath masks or other breathing apparatus are immune to the gas.

DOOR OPTION C



The third set of doors opens onto a wide ramp that spirals downward. After descending about ten meters, the passage becomes completely choked with stone and metal debris. Moving any of the large pieces of debris causes the rest to shift, possibly collapsing on nearby PCs. Clearing the ramp would take a major operation using shoring, labor droids, and other support that commercial salvagers would employ.


DRAIN FROM THE CLUSTER

The GM should only use this encounter if Jerserra has already reached the Nardithi Cluster. She is starting to experiment with it, and is trying to fit her shard into its original spot. She does not yet realize that this is causing a domino effect across the ruins, even though her tests are relatively minor. The repercussions can occur on their own, but they can also strike during other modular encounters to increase the danger and drama.

Read or paraphrase the following aloud in this situation:

Darkness seems to well up under you. You can sense it enveloping the entire area, inducing feelings of fear, dread, and mortality. It stops you and everyone near you, hitting you with intense fatigue. It reminds you of the effects of the shard, multiplied a thousandfold. Then, the darkness fades, leaving you feeling drained.

Every Player Character, except droid PCs, must make a **Hard (◆◆◆) Discipline check** to resist the damaging energy drain caused by the cluster. Any individual who carries or touches the group's shard at this moment gains  on the check. Those who fail suffer 1 strain per  and are staggered for three rounds (or for a few minutes if not in combat).

After the Discipline check results are determined, the PCs must make upgraded **Hard (◆◆◆) fear checks** to ascertain how the experience affects them going forward. Those who fail must add  to all skill checks for the next six hours while they remain in Oteroa Zero-Twenty. The PCs may each make a **Hard (◆◆◆) Discipline check** every two hours to try to free themselves from the fear.

If the PCs attempt to work out what is happening, they may be able to uncover some of the following information through their use of the Force and their increasing familiarity with the shard.

- Any Force-sensitive individual who has been around or used the shard is quite certain that the dark and draining feelings are from a similar but frighteningly more powerful source.
- It is not a coincidence that the darkness seemed to be welling up from the ground, as it feels like the source is below the surface. Characters who are highly adept at using the Seek Force power may determine that the source is deep underground, and have a sense of the general direction in which it lies.
- If any creatures were in the area (aggressive or not), the Player Characters may have noticed that they were also momentarily affected.
- The PCs may make an **Average (◆◆) Perception** or **Survival check** to notice that the local wildlife has either disappeared or is running for cover. Any creatures the PCs are fighting leave the area. The PCs thus avoid animal attacks for the next hour.
- Any PCs who have experienced a Force vision related to the Nardithi Cluster chamber know that what they just experienced is extremely similar to their vision in terms of feelings and darkness.
- Any PC carrying or touching the shard at the time of the event experiences a flash vision in which they see an extreme close-up of Jerserra holding a shard. It is clear that it is not their shard, though it looks very much the same. At the GM's discretion, Force users who make a **Hard (◆◆◆) Perception check** might catch a mental glimpse of the surrounding chamber and the greenish glow from the Nardithi Cluster. However, they don't see the stone cluster itself.

UNDERGROUND MODULAR ENCOUNTERS

These encounters occur once the PCs move underground to find the cluster. The first provides a way for the PCs to descend into the bulk of *The Oteroan Sky's* remains. Most encounters may occur at any level inside the ship, and can be used concurrently with the **Across the Refinery Floor** encounters (see page 86). These bring the PCs across the main level, which connects to **The Nardithi Cluster** section (see page 90). Although the journey takes them through the remains of the city and into the ship itself, the combined wreckage is so intense that they are unlikely to notice when they move from one to the other. It should take them some time to determine that they are in a ship's ruins and not simply the underground levels of an industrialized city.

The Oteroan Sky was about 500 meters thick at the center, tapering to the perimeter. The PCs' expected route down starts close to the outer edge of the ship; as a result, they won't need to work their way through dozens of levels to reach their goal. They must still descend about twenty levels and find their way across a kilometer or so of the starship, however. About half of their horizontal journey should occur at the refinery floor level.

THE OBSERVATION PORT ENTRY

There are a variety of ways into the wreckage of *The Oteroan Sky*, and this encounter serves as one possible entry point. The PCs may find this way in on their own, or the GM may adapt the details of this encounter to their path. Here, the PCs discover the exposed ruins of an observation portal once used for monitoring the craft and traffic heading for its starboard topside landing bay. When the PCs see the ruins, read or paraphrase the following aloud:

Ahead of you, at the top of a large bulging mound of soil, you see a small tree growing up through the misshapen metal framework of what appears to have been a glassed-in dome. Broken remnants of transparent panels still sit in the edges of the frames. The dome is roughly four meters in diameter, with its top crushed in about a meter. Low control stations ring the dome's inside perimeter. They are in poor shape after decades of exposure, with vegetation growing over and through their broken screens. One side of the dome is solid and partially enclosed, forming a low overhang that shelters a metal door.

The PCs may surmise that the dome was once used for observing air traffic. It is not obvious that it is part of a starship, since the panels are nonfunctional and irreparable. The door is closed, and inspection reveals that its frame is warped. Manually opening the door is extremely difficult, requiring a **Daunting (◆◆◆◆) Athletics check**, or the PCs could cut through it (the door has a wound threshold of 6 and a defense rating of 2). Observant PCs might notice that the door is quite a bit thicker than is usual in a standard building, but they might think this just means it was in a high-risk area.

DRAIN FROM THE CLUSTER, PART II

If the **Drain from the Cluster** encounter (see page 80) did not occur while the PCs were above ground, they should experience it early in their descent, unless extenuating circumstances have prevented Jerserra from reaching the Nardithi Cluster. Whether or not any drain occurred above ground, however, it occurs again before or during the PCs' journey **Across the Refinery Floor** (see page 86).

The GM can use this encounter to add urgency to efforts to prevent Jerserra from gaining her prize. If the PCs are having difficulty locating the Nardithi Cluster chamber, the **Drain from the Cluster** vision on page 80 could reveal more clues about its surroundings. The PCs might see more details of the room in the vision, or amid the draining sensation they might feel a distinct pull that points them in the general direction of the chamber.

The door opens onto an empty turbolift shaft. Without sensors or electrobinoculars, it is impossible to determine the depth of its descent into the darkness. There is no lift car in sight. The shaft is about two meters in diameter, and it has been bent and twisted by the crash. Its damaged walls provide handholds and even occasional areas large enough to carefully stand or sit on. This is useful for PCs attempting to climb down the shaft.

The walls and main structure of the shaft are relatively stable, but a lot of the equipment, panels, and other potential handholds are in very poor condition. They could come loose under the strain of too much weight or pressure. Characters who fall are unlikely to drop much more than five meters without getting a chance to grab something or land on an angled part of the shaft below them.

The shaft drops forty meters before it is completely crushed and impassable. Doors to different levels appear approximately every five meters. They are closed, bent, and heavily damaged, similar to the door at the top. If the PCs force their way through one or more of the doors, the GM can proceed with one of the **Tough Descent** encounter options (see page 82), or the passage could turn out to be blocked. If the PCs descend all the way to the bottom door, they find it is several meters above the blockage. It opens onto a partially collapsed corridor.

The farther the characters descend into *The Oteroan Sky*, the more likely they are to realize that it is a wrecked ship and not just the ruins of the city's underground levels. The GM may wish to drop clues or allow them to make various skill checks to notice details unexpected for a building. As they search, the PCs might see warning symbols that pertain to outdated starship systems, or they might recognize environmental support and other specialized starship systems. The PCs could spot signs that the heavy emergency doors are actually airlocks and not simply blast doors. Relevant Force visions or Force power use might also offer clues as to the true nature of their location.

THE OTEROAN SKY

The starship *Oteroan Sky* was the largest of OteroaCorp's three custom-designed mobile processing facilities. It was built to maximize capacity for the initial processing and refinement of a wide variety of raw materials, from rock and metal ore to plants and animals. OteroaCorp would typically place one of these vessels in a geostationary orbit over a company town or other active site. Workers would gather raw materials from a wide area around the town, bringing them to planet-side storage and light processing facilities. The materials would then be packed in building-sized bulk cargo containers, which huge tugs ferried to the ship. The containers slotted into sockets designed specifically to hold them for unloading raw materials and reloading with processed goods. The containers were then transferred to huge cargo ships and delivered to clients across the galaxy.

The *Oteroan Sky* was approximately two kilometers long and 1.75 kilometers at its widest point. It was relatively flat: about 500 meters at its tallest, not including various antennae and external equipment needed for industrial-scale processing. The ship had two lines of cargo container sockets that ran the length of the vessel on its underside. Two top-mounted massive engine clusters sat outboard of the sockets and provided primary power and mobility. A pair of large hangar bays was located topside, in front of the

engines. Smaller bays dotted the vessel's perimeter. The bridge was on the ship's centerline, topside and relatively close to the nose.

The ship had a crew of about 80,000 beings and droids, and could also carry up to 25,000 paid passengers to further bolster OteroaCorp's coffers. The ship was reasonably self-sufficient, using planet-side operations to supplement onboard resources.

When the Nardithi set *The Oteroan Sky* on a collision course with Zero-Twenty, they sought to slow its descent so that it would harm only the city rather than devastate the entire planet. The crash turned out to be much more uncontrollable and harder than their Force visions had led them to expect, however. Only one of the Nardithi survived, expending all of her powers in the effort.

When the *Sky* crashed, it hit the surface of Dathomir at about a thirty-degree angle, nose down. The gigantic craft had started to break apart as it plummeted, and when it hit the ground, enormous chunks separated from the rest of the vessel. Most of the leading cargo containers in the sockets were completely crushed, but many of those from midship back to the stern survived relatively intact. The lowest levels of the ship were likewise crushed, but the middle levels survived, with a lot of damage. The ensuing landslide destroyed and buried the top levels.

TOUGH DESCENT

The Player Characters quickly discover that finding a way down through the wreckage is as tough as finding an entrance to the underground structure. There is no power, so they are totally reliant on whatever light sources they have with them. The floors are rarely level, often pitched at such an extreme angle that they are difficult to walk across at a standard pace. Some corridors and rooms are relatively undamaged, but most are strewn with debris, dirt, rocks, and other hazards. Coming across a dead end and having to find a way around is common. Floor decks and other walking surfaces can be unstable and weak. This section features some examples of the hazards the PCs face. As when the PCs were searching above ground, the GM should handle extended search times narratively. While various conditions may logically repeat themselves throughout the search, the players should not have to repeatedly address the same obstacles. PCs don't need to walk every level, and they should receive periodic opportunities to descend several levels at a time through the use of lift shafts, stairs, equipment conveyors, and damaged structures.

Climbing through the area is tiring, so the GM should call for a **Hard (◆◆◆) Resilience check** every few hours or after any series of strenuous activities that take several minutes. On failed checks, the GM should add one or more ■ to a character's skill checks until the character rests for at least thirty minutes.

Average (◆◆) Survival checks can give characters clues about the safest and best way to proceed. Poor results can lead the characters into dead-end passageways or hazards. ◆ might temporarily strand the characters when something shifts and unexpectedly blocks the way out. If the characters wander into an area filled with machinery, such as a refinery or engine room, a **Hard (◆◆◆) Mechanics check** may serve a similar purpose for finding a way through.

TILTED AREAS

Traversing tilted areas can be disorienting, as corridors and rooms branch off at odd angles from the path of travel. Transitioning from walking on a floor deck to a wall surface (and even a ceiling) covered with conduit and other equipment is a challenge that varies with the steepness of the angle, how much the character is carrying, and the presence of distractions or combat. Given enough time, most characters can transition without too much difficulty.

All tilted areas are difficult terrain (see **FORCE AND DESTINY** Core Rulebook, page 219). Running, fighting, and other physical activities add one or more ■ to the character's combat and skill checks. Talents and abilities that give characters certain benefits when dealing with difficult terrain still apply. In particularly steep areas, falling should be a common outcome when things go wrong.

THE CREW

While some of the crew managed to abandon ship, its sheer size means that there are thousands of dead bodies inside. The PCs periodically run across an unfortunate soul who didn't make it, now reduced to shattered bones within a ripped corporate uniform. The number of victims the PCs find should not be extreme, but if the GM and players are running a game with darker themes, they may discover more bodies in disturbing settings. Otherwise, the PCs should be aware of the victims, but not overwhelmed with them. They are more likely found in collapsed areas or at the bottoms of long drops. The GM should keep in mind that the state of some victims could tie into and reinforce a PC's emotional strengths or weaknesses, providing potential story opportunities.

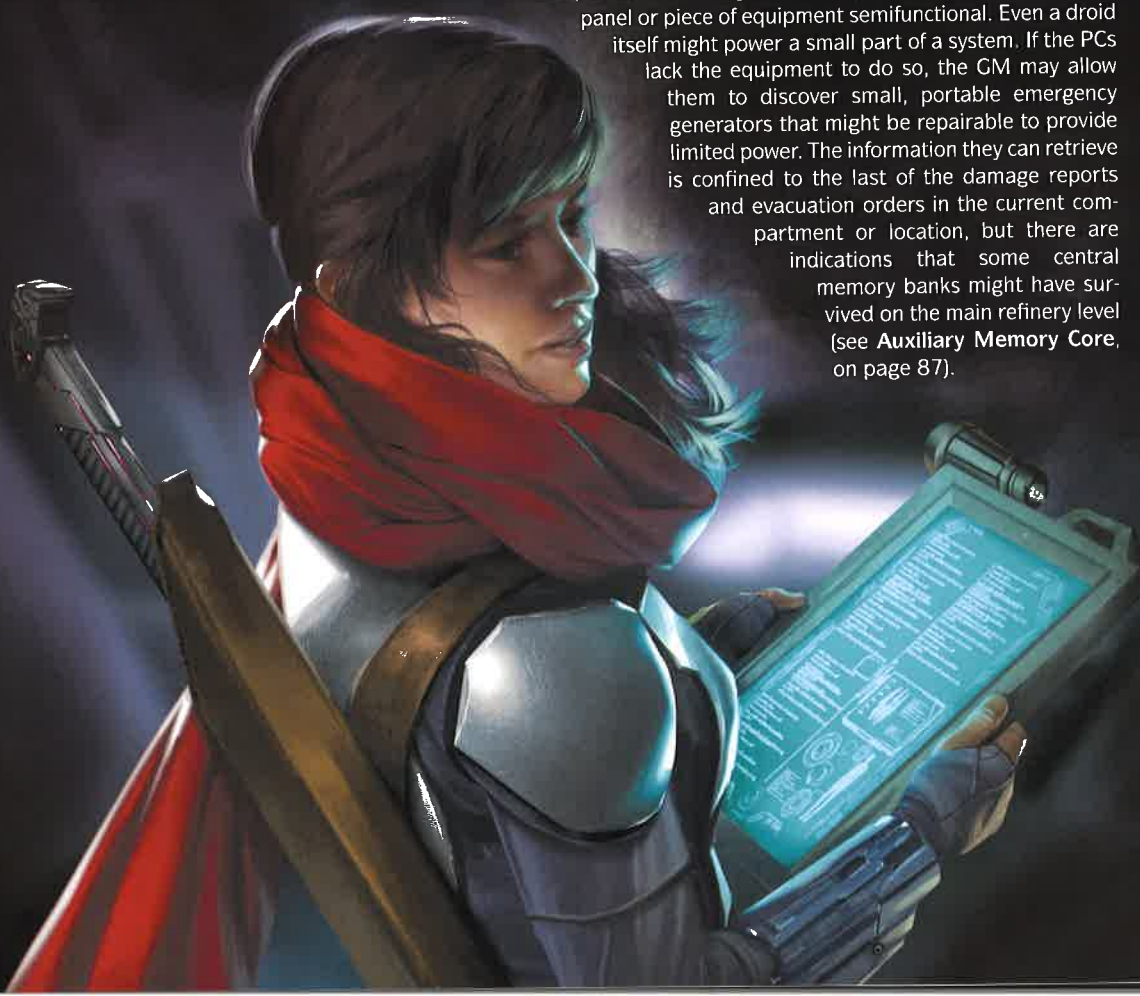
HAZARDS

There are all manner of physical hazards in the wreckage. These can provide short encounters, or in some cases add an unexpected problem to another encounter. The following are a few of the typical dangers and the difficulties associated with avoiding or encountering them:

- **Collapsing roof/cave-in:** The chamber or corridor suddenly begins to collapse from the strain of untold tons of metal and rock above it. Deep in the ship, the falling material includes metal conduit, pipes, panels, and loose equipment. In areas where the landslide covered the ship, dirt and rock may come falling down. The PCs may make **Hard (◆◆◆) Coordination checks** to avoid or partially avoid the collapse. They may make **Hard (◆◆◆) Athletic checks** to pull themselves or others from the debris.
- **Collapsing floor/walking surface:** The poor condition of the ship means that falling through old decks or wall panels is a real danger. The Player Characters should be able to ascertain what is safe to walk on for the most part. However, with a bad skill check result or a poor choice, they could go tumbling unexpectedly through the surface they are on. PCs may make a **Hard (◆◆◆) Coordination check** to grab something before falling through. If they fail, they take falling damage per page 221 of the **FORCE AND DESTINY Core Rulebook** for a short- or medium-range fall.
- **Hazardous liquids:** The industrial nature of the ship means that there are all manner of holding tanks and large pipes still filled with dangerous liquids that could burst out thanks to an errant shot, inopportune fall, collapse, or attempt to cut away debris. The PCs may make **Hard (◆◆◆) Coordination checks** to avoid or partially avoid the initial spray. They may make **Hard (◆◆◆) Resilience checks** to resist burns from dangerous chemicals (rating 8; see page 220–221 of the **FORCE AND DESTINY Core Rulebook**). Spilled liquids can add ☐ to physical skill checks.
- **Hazardous gas:** If the PCs have not encountered **No Entry, Door Option B**, on page 80, they may encounter it belowdecks.

SHIP'S SYSTEMS

The PCs may try to investigate *The Sky's* computers or other systems in an effort to piece together what happened, or they may try to use a system to their advantage. The lack of power and the severe damage to the old systems make most efforts futile. However, if the PCs have brought along their own power sources, like portable generators, sizable batteries, or droid rechargers, they might get an isolated control panel or piece of equipment semifunctional. Even a droid itself might power a small part of a system. If the PCs lack the equipment to do so, the GM may allow them to discover small, portable emergency generators that might be repairable to provide limited power. The information they can retrieve is confined to the last of the damage reports and evacuation orders in the current compartment or location, but there are indications that some central memory banks might have survived on the main refinery level (see **Auxiliary Memory Core**, on page 87).



MANIFESTATIONS OF THE DOOMED

As in the ruined city above, the vengeance surrounding the Nardithi Cluster manifests terrifying, illusory images of the disaster and its victims within the wrecked starship. Belowground, the manifestations feature the ship's crew and the Nightsisters who instigated the trouble. The PCs should encounter at least one manifestation of the crew as well as one of a Nightsister, either on the way down or in the encounter **Across the Refinery Floor**, on page 86. These scenes provide the PCs with clues that the vengeance can affect them directly, and they set up aspects of events that will occur later in the adventure in **The Nardithi Cluster** encounter, on page 90.

THE DESPERATE

Fear Check Difficulty: Hard (●●◆◆), upgraded once due to the unnatural nature of the vision.

You are walking down a long, scorched passageway that has twisted ninety degrees. The "floor" you tread is in fact the right wall, and the "ceiling" is the left wall. Just as you reach an intersection with gaping openings where once there were sets of double doors on each wall, a scream comes from the opening below. A pale greenish-yellow glow rises from the opening and coalesces into the ghostly forms of a dozen beings reaching desperately for something above them. The doorway looks like a pit full of desperate victims unable to flee.

The wall—the surface you're standing on—is ablaze with fire. Some try to jump up, but most flail their arms around, yelling toward the "ceiling." Another yell echoes down the corridor from directly above the opening. You look up and see another mass of people reaching down or waiting for others to hurry and grab one of the waiting arms. You don't know how they're staying up there...a trick of artificial gravity, or just the weirdness of the illusion? There is a desperate yell as one of the crew above falls and is swallowed up by the crowd below. Suddenly the ones in front of you notice your existence. They turn and call for help, trying to wave you over. Their arms reach out, flailing for you or pointing at the unnatural fire between you and them.

PCs who fail their fear check gain 1 Conflict and start to back up quickly away or turn to run back the way they came. Those PCs are suddenly yanked off of their feet by the Force, fall prone, and are pulled quickly toward the opening. The PCs may attempt to make **Hard** (◆◆◆) **Athletics checks** to grab onto something solid enough to slow their progress (equipment, the door frame, etc.). Those who fail are pulled into the illusory crowd and fall a distance equal to short range down the corridor to the far wall of a T-intersection below (see page 221 of the **FORCE AND DESTINY** Core Rulebook for details on falling damage).

If any of the PCs attempt to help by physically trying to pull out any of the illusory beings, the illusion likewise tries to pull them in, adding ■ due to the PCs' proximity to the opening. If the PCs try to use the Force to move people out, they make their checks as usual. If successful, they appear to pull some of the ghostly figures out of the mob, but those people quickly fade away. The illusion lasts for just a few minutes before dissipating.

THE FORGOTTEN NIGHTSISTER

Fear Check Difficulty: Daunting (●●◆◆◆), upgraded twice due to the terrifying nature of the vision.

You turn down a wide hallway to find ghostly Oteroa-Corp guards stationed at doors off in the darkness. Another translucent, green-tinted figure strides confidently down the center of the corridor, heading in your direction. As the shimmering figure nears one of the guards, the guard raises a blaster in surprise and motions for the individual to stop. It appears to be a humanoid woman dressed in flowing robes adorned with wide embroidered ribbons. Without breaking stride, she waves a hand at the guard, who immediately returns to his position, staring blankly at the wall opposite him. The entire process repeats itself twice more with the next two guards. The apparition continues toward you, never slowing down or hesitating.

The GM should have the PCs roll their fear checks after seeing the Nightsister's actions but before she reaches them. If they fail, they freeze in place until she passes by. They gain 1 Conflict, and the result influences the check she makes against them as described below.




This scene replays how one of the Nightsisters was able to move around *The Oteroaan Sky* without interference by using memory tricks on anyone who saw her. When she reaches the PCs, she appears to try the same procedure on them. Even if the attempt fails, she continues on without stopping. If the PCs try to attack, halt, or talk with her, she ignores the attempt and even passes right through them if necessary to continue down the corridor. Anyone she passes through must make a **Hard** (◆◆◆) **Resilience check**. Those who fail suffer 5 strain, plus 1 additional strain per ☉. Those who succeed suffer only 1 strain for each ☉. Once she is beyond the PCs, she fades into nothingness.

When she attempts her memory power on the Player Characters, she may try it against each PC individually if they are spread out, or on up to three at a time if they are close together. When she looks at them, she says in a sinister, whispering voice: "*I am permitted here, but my presence is not worthy of remembering.*" The Nightsister uses a form of the Force power **Influence**, making an **opposed Discipline check** combined with an **Influence power check** against the PCs' **Discipline**. The apparition counts as having Force rating 1, Willpower 4, and Discipline 1 for this purpose (thus generating ☉●◆◆◆ for the dice pool).



DARKNESS IN THE SKY

The atmosphere within *The Oteroan Sky*'s crushed remains should be dark in ways independent of the effects of the vergence. As noted earlier, there is no power; the PCs must provide their own lighting as they make their way downward. Wherever they direct illumination, scampering creatures disappear too quickly to be seen in any detail. Those areas still unlit provide hiding places where uncertain threats might lurk.

To maintain tension as the PCs descend toward the stone formation, Game Masters can introduce the sounds of clawed feet scampering across ruined decks, dripping liquids, creaking as the metal roofing increasingly destabilizes, and growling from unseen predators in the darkness. The PCs could also hear the sounds of distant areas of the ship collapsing, sending clouds of dust, bits of debris, and dank air billowing toward them. GMs can also build these up as ways to set the stage for imminent attacks.


PCs who failed their fear check add one  to the apparition's opposed Discipline check for every net . PCs who fail the opposed Discipline check immediately forget everything about this scene (including the apparition) for the next ten minutes, adding five more minutes for each net  the apparition scored in the check.

THE ESCAPE

Fear Check Difficulty: Average ( ) , upgraded once due to the unnatural nature of the vision.

You enter a circular chamber through a wide set of doors marked "Emergency Evacuation." An identical set is open on the far side, some thirty meters away. Around the perimeter of the room are ten much smaller hatches. Eight of them are closed, but two are open. This looks to be an escape-pod embarkation room, despite its location deep within the ship. All manner of medical supplies and other emergency gear are strewn about the room.

As you look around, a dozen yellowish-green apparitions run through the opposite door and straight to the nearest escape-pod hatch. The hatch is closed, but for the apparitions, it is wide open. They dive in while a crewperson waves them in. He slams the button next to the hatch, but nothing happens. He pounds on the button, until an exceptionally violent upheaval rips through the deck and tosses him into the ceiling. Others also try to activate pods, but only one manages to successfully fire; those left behind watch as the pod departs. The vision shudders even more as bulkheads begin to tear open into the roaring air, and then abruptly ends.

Characters who fail their fear check are rattled by the scene and add a  to all skill checks and actions performed within the room. Two escape pods remain in place, but there is no power remaining. If someone pushes the release button, the old explosive releases still detonate and the pod drops straight down several stories before crashing into the crushed shaft walls below. It makes the room shake worryingly. If the PCs are desperate or led by Force visions, they can descend one of the shafts and cut their way into the refinery floor level through the shaft wall.

THERE'S SOMETHING ALIVE IN HERE

The conditions below ground make life difficult for large animals, but a multitude of smaller creatures live within the wreckage. Most of them are not big enough, numerous enough, or aggressive enough to pose much of a threat to the PCs. The GM can use a variety of insects or small skittering animals to cause noises and other disturbances that might worry the PCs. However, there are a few larger threats, such as the aggressive scavengers called vursonks. The GM is free to add or create new ones if desired, as noted in the **Creatures and Dark Side Corruption** sidebar, on page 79. Belonuks or sprantal could also appear as menaces if they were not used earlier, or if the GM feels they might be following or chasing the PCs down into the wreckage.

The PCs see the results of a vursonk's handiwork before seeing the creature. Read or paraphrase the following aloud. The GM may instead use **Perception checks** and similar skill checks to reveal the surrounding conditions more subtly.

As you pass through what appears to be an organic materials processing area, you see a variety of machinery used for such things as cutting vegetation into building materials, and pulping smaller plants for separation into more profitable component parts. As you find your way through the area, you begin to realize that all the machinery is empty. There are no remains of organic material anywhere, as you would expect to find, since organic materials were almost certainly in use when the tragedy struck.

Next, you realize that the control panels have been stripped down to just metal and glass components. There are no plastoid parts or synthetic gaskets. In fact, the chairs are missing their cushions. It also strikes you that this is the cleanest area you have seen. While metal and other hard debris remains, there is no trash or discarded clothing. Broken metal equipment on the floor is similarly bare.

Four of the creatures are hiding under control panels or on the back sides of equipment, ready to ambush the PCs. When attacking, the creatures try to make off with any organic or apparently organic material, such as by ripping off jackets, backpacks, or hats. Up to three more creatures might drop from the ceiling after a couple of rounds. The creatures fight until half of their original number are killed or out of action, after which the rest quickly retreat.

VURSONK [RIVAL]

The *vorsonk* is a small scavenging creature with six strong, whiplike tentacles equally spaced around the perimeter of an egg-shaped body. Its mouth is on the underside, with flaps that allow it to expand its maw and grab objects almost as large as itself. The creature has multiple eyes on each side of its body, giving it excellent all-around vision in light, and infrared vision in the darkness. A *vorsonk* latches onto organic matter and either eats it in place or launches itself into the air for a fast getaway, taking the food back to a safe area for storage until later. It may make several trips if there is a ready supply of potential sustenance.



Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results: see page 281 in the **FORCE AND DESTINY** Core Rulebook), Force Power: Enhance (when making an Athletics check, the vursonk combines it with an Enhance power check, rolling \square ; may spend \bullet to gain \star or \cup , or may spend \bigcirc by using a Destiny Point and suffering 1 wound per \bigcirc used), Infrared Vision (the vursonk can see heat signatures up to thirty meters away), Silhouette 0, Vursonk Grab (when the vursonk leaps onto a targeted object, it envelops the object in its mouth and attempts to jump away with it).

Equipment: Teeth (Brawl; Damage 9; Critical 4; Range [Engaged]; Special: Grab), tentacle whips (Brawl; Damage 8; Critical 3; Range [Engaged]).

ACROSS THE REFINERY FLOOR

The main refinery floor is the tallest, widest, and most structurally reinforced level aboard *The Oteroan Sky*. The bulk cargo pods dock with this level for offloading raw materials and reloading the partially refined products. Some of the cargo pods are still intact, but many have cracked open, and their various granular, liquid, and powdered contents are strewn all over the deck. This deck holds only some of the

refining equipment, each set of which requires multiple decks and enough space to fill numerous enormous buildings. The refinery floor deck contains the incoming processing units, which then lift the materials into the refining system above. Near the end of the process, the material descends back to this level and is sent through final processing equipment, including automated packaging and loading systems.

Many industrial repulsor sleds were also stationed here; most are twisted metal forms now, but some are still intact. Jerserra and her group are using one (see page 94), and the GM can make others functional or in a repairable state (a **Hard (◆◆◆) Mechanics check**) as desired, should the PCs seek to use one themselves.

The Nardithi Cluster sits aboard one of the bulk cargo containers, having never been offloaded once it and the Nardithi reached the ship. The PCs must cross the refinery level to reach it. As they do so, they start to see and feel the full effect of the dark side vergence. Jerserra knows they are coming, but she isn't fully prepared, so she sends some of her Nightbrothers to delay the PCs at the very least. If the Nightbrothers succeed in capturing the PCs, the shard, or both, so much the better.

The sprawling nature of the refinery floor means that the PCs could reach the level in a variety of ways:

- Locating and climbing down a stair, lift shaft, or maintenance access tunnel, of which there are dozens around the deck.
- Cutting through one of the escape pod shafts from the decks above (see **The Escape**, on page 85).
- Falling through a damaged deck or collapsing structure (see **Tough Descent**, on page 82).
- Finding Jerserra's route down to the refinery floor. The PCs shouldn't run across this by chance, as they most likely approached from a different direction. However, if the PCs discover some way to follow Jerserra or get the Nightsisters to tell them of this path, it is possible that they could use it. Even this route requires passing through at least part of the refinery floor, however, so these encounters are still relevant. If the PCs end up bypassing the **Tough Descent** encounters, they should still experience at least **The Forgotten Nightsister** encounter from **Manifestations of the Doomed** on page 84 somewhere along the way.

Read or paraphrase the following aloud when PCs reach the refinery floor level:

This level is unlike any you have seen up to this point. It is far taller and more heavily reinforced than any other level. The damage from the crash is still evident in the buckling floors and other bent structures, but it has survived better than the rest of the ship. You get the sense that the areas are enormous and open, at least those between the massive articles of processing equipment you see around you.

This place feels different in the Force. The vergence's power and strength feels far greater than you've experienced before, even when traveling through the decks above. But that isn't all. Off in the darkness, you're surprised to catch a glimpse of a moving, faintly glowing, horizontal line of yellowish-green energy that rises quickly upward. After you notice it once, you realize it is happening in different areas every few minutes. You also feel a very strong presence in the Force pushing you in that same direction.

This gives the PCs the following clues: a general direction to follow and a sense that the vergence is interacting with the ship. It is, in fact, reinforcing the structure, as it was set to do by the last Nardithi Nightsister as she tried to buy time to escape the wrecked ship. As the PCs advance, they get a better view of the effect, and it becomes more common and more prominent.

AUXILIARY MEMORY CORE

Shortly after the PCs begin their journey across the refinery floor, they come across a reinforced systems control room built into a small security station. It is located at an intersection of two major cargo transit lanes that crisscross this level. A placard next to the heavy door reads "Sector 34 Auxiliary Memory Core." The PCs can see into the security station through a heavy window. The skeletal remains of a security guard are leaning back in its chair, its head tossed back and held in place by its helmet. The guard's uniform is badly scorched, as is the control panel in front of him. Behind the guard is an open door; an **Average (◆◆) Perception check** and a light source allows the PCs to see banks of old-style memory cores, some of which are in good condition.

The same Nightsister seen in **Manifestations of Doom** was responsible for the guard's death, having used a form of Force lightning after her mind trick failed. At least one PC has probably seen this location via the **Dathomir VI** Force vision, on page 51. While the Nightsister destroyed the panel and the guard, she only partially damaged the memory cores in her haste to move on.

The PCs may attempt to access one or more of the undamaged cores using one of the following methods:

- Make a **Hard (◆◆◆) Mechanics check** to use a portable power source to restart one of the cores, and make a **Daunting (◆◆◆◆) Computers check** to access the old and quite obsolete system directly via its front panel.
- Make an **Average (◆◆) Mechanics check** to remove data chips from the core, a **Hard (◆◆◆) Mechanics check** to adapt a datapad or computer to read the chips, and a **Hard (◆◆◆) Computers check** to access the data.

If successful, the Player Characters locate security holographs and reports that allow them to piece together at least part of the Nardithi Nightsisters' actions aboard *The Oteroan Sky*. There are three holographic clips in particular that are of great interest for the PCs. The GM may add additional details or scenes based on the background of the attack if the PCs delve deeply into the recordings.

- The first vid shows one of the bulk cargo containers in its docking socket. When a pair of the ship's crew members opens the hatch, they are immediately attacked by four Nardithi Nightsisters (though the Nardithi most likely just look like Nightsisters to the PCs, if they know even that much about these Dathomirians).

The witches fan out in different directions. A fifth one looks out of the hatch and then steps back inside the container. A pale greenish glow suddenly emanates from the container. The container number is clearly visible, and with an **Average (◆◆) Perception check**, the PCs can eventually work out where it is located.

- The second vid shows a pair of Nightsisters waving green energies over the ship's second-in-command, who then becomes calm and follows the Nightsisters. The group enters the bridge, and the officer walks to the navigation station and inputs a new course—clearly a reckless descent to the planet below. His face is blank, completely entranced. As security guards and other crew try to stop him, the Nightsisters use their Force-magic to fight them off. The ship enters the atmosphere at a sharp angle, slamming everyone to the deck before the recording abruptly ends.
- The third vid shows another view after the ship crashed into the city. The image flickers with static, but the PCs can make out a Nightsister who staggers out of the smoking ruins. She is seriously hurt and limping, but she moves away carrying the shard Jerserra now possesses.

CROSSING THE CHASM

The PCs reach a point where a large section of the ship broke and separated in the crash. A chasm twenty to thirty-five meters wide cuts through the entire refinery floor. Superstructure, conduit, and pipes have been ripped apart. Some dangle into the gap. Enormous vehicle-sized bins of rocky ore, desiccated trees, and other raw materials have tumbled into the seventy-meter-deep chasm. Some still sit at the edge, while others landed on ledges partway down. The glowing reinforcement Force magic is clearly active on the structure on the other side of the chasm, but not on the side the PCs are standing on. The floor at the edge slopes steeply toward the crevasse.

The PCs must devise a way across. It is so deep, it is difficult to tell just how far down it goes. If nothing else, the PCs can find a way to climb down, cross over, and climb back up. However, it is very difficult and very time consuming, requiring multiple **Daunting (◆◆◆◆) Athletics checks**. Flying over the gap is a possibility if the PCs have something more than a repulsorlift sled. Jumping across using the Force power Enhance is also possible if the character has sufficient proficiency to reach medium range, but failing to reach the other side could be catastrophic.

The PCs have sufficient materials from the wreckage to build a crude bridge using the Move Force power. The ragged, sloped edges of the chasm make placement of any major object challenging. A PC may make a **Hard (◆◆◆) Knowledge (Education) check** to work out a basic plan using materials at hand. A **Daunting (◆◆◆◆) Perception check** is required to find a suitable location. A Mechanics check is required to successfully assemble a bridge, with the difficulty based on the complexity of the PCs' plan. If things go poorly, the PCs may need to make Athletics, Coordination, or other checks to successfully cross the bridge, especially if it starts to fall apart.

NIGHTBROTHER AMBUSH

Once the PCs are beyond the chasm, it becomes very clear where the Nightsisters' magic and the disturbances in the Force are coming from. As the PCs close in, a group of Nightbrothers try to ambush them in a bid to delay the PCs' approach. While the Nightbrothers are fanatically loyal, they don't necessarily fight to the death. If significantly hurt, they try to escape into the wreckage and circle back around to Jerserra. If able to do so, any survivors arrive during the showdown between Jerserra and the PCs.


As the PCs continue on, the floor becomes increasingly difficult to cross. The deck plates are bent and jutting out at all angles, and the debris gets larger and larger. It looks like one or more of the raw materials transport containers overturned there, spilling its load across the area. However, there are a number of conveyor belts mounted on trestles and standing three meters or more above the floor. The PCs can reach them by jumping with the Enhance Force power, using a grappling line, climbing up a trestle, or being lifted up to them.


The conveyor belts hold the remains of some processed minerals, but they are far easier to walk across than the floor. The belts are slightly angled and partially decayed, but are still somehow relatively stable. All of the lower belts in the area end at one of the massive transport crates, for eventual packing in one of the cargo containers. Belts crisscross the room at multiple levels, and the upper belts serve other materials and loading stations. However, without power they don't move on their own, unless significantly damaged (as described on page 89).

The Nightbrothers have taken up positions on different belts at different levels. At least some are on belts that run parallel to and just above each side of the PCs' conveyor. Some plan to fire their blaster rifles from above, while others intend to leap onto the PCs' belt and fight hand-to-hand. If the Nightbrothers see the shard, recovering it becomes their primary mission. There are twice as many Nightbrother minions as there are PCs, with one Nightbrother lieutenant. As the PCs approach, they should make **opposed Perception or Vigilance checks vs. the Nightbrothers' Stealth**, as the Nightbrothers use the darkness to their maximum advantage (this adds ■■ to the checks).

Split the enemy into three minion groups of roughly equal size. When they spring their attack, two groups of Nightbrothers opens fire from the adjacent conveyors. A couple of Nightbrothers chuck bright flares onto the PCs' conveyor and anywhere else they need additional lighting (an **Average (◆◆) Ranged [Light] check**: each ☆ means a flare has landed near the PCs). The intense light of a nearby flare can add ■ to Perception and combat checks the PCs make.

The last group of Nightbrothers and the lieutenant leap down from an upper conveyor to land on the uphill side of the PCs on their belt. The leader immediately rushes forward to engage the nearest PC. His followers likely wait until their next turn to advance and attack.

Sometime during the fighting, the conveyor belt the PCs are fighting on catastrophically fails and breaks. This might be the result of a  from an errant attack by either side (a poor lightsaber swing, for example). Explosives, such as a grenade, that detonate on the conveyor also trigger this result. If neither of these occurs by the end of the second round, one of the flares burns through an old, damaged conveyor segment to cause the failure.

When the conveyor cracks apart, all characters below the break must make a **Daunting** (◆◆◆◆) **Coordination check** to avoid falling as the heavy mineral ore and gravity sets the belt into motion. Success means the person is standing, riding the belt as it slides downhill. ▼ means the character lands prone on the belt.  on a failed check indicates the character falls completely off the belt and lands on the debris below, incurring short range falling damage and a Critical Injury from landing on the debris below (see page 221 of the **FORCE AND DESTINY** Core Rulebook for more on falling damage).

The belt unspools into the cargo bin. Depending on how far away from the bin the break occurred, characters may have the opportunity to find a way to safety before they are carried over the edge. However, that might not be possible as the Nightbrothers press their attack. The bin is set lower than floor level, so those who fall in take falling damage from short range as well as a Critical Injury. They also have to climb up the side of the bin to get back out.




EEGRIG, NIGHTBROTHER LIEUTENANT [RIVAL]

One of several Nightbrother seconds under Freff's leadership, Eeigrig had been uneasy about this mission. This feeling has diminished, though, as the Nightbrothers have followed Jerserra deeper into the ruins of the lost ship. He and his group are now ready to fight for her, no matter the threats they face from her foes or the dangerous surroundings.



Skills: Cool 1, Melee 3, Perception 1, Ranged (Heavy) 1, Stealth 3, Survival 1, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Fearsome Countenance (add automatic  to Coercion checks).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), electrostaff (Melee; Damage 8; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Linked 1, Stun setting, Unwieldy 3, two-handed), heavy clothing (+1 soak), three chemical flares, secure comlink.


NIGHTBROTHER [MINION]

Like all Nightbrothers, these Zabrak males seem to exist only to serve the Nightsisters. When Jerserra returned to Dathomir, this local tribe quickly came to her side to fight off any who would oppose her.



Skills (group only): Athletics, Brawl, Melee, Ranged (Heavy), Stealth, Vigilance.

Talents: None.

Abilities: Fearsome Countenance (add automatic  to Coercion checks).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), electrostaff (Melee; Damage 7; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Linked 1, Stun setting, Unwieldy 3), heavy clothing (+1 soak), two chemical flares.

THE NARDITHI CLUSTER

The Nardithi Cluster sits inside the hatch of bulk cargo container 8372957-W. The cargo between the cluster and the hatch was unloaded, so the stone formation is visible through the hatch. The greenish glow that the stones emanate is bright enough to illuminate the container's interior and the large loading and unloading area next to it in the otherwise dark ship. When the PCs near the loading area, read or paraphrase the following aloud:

The green glow gets brighter the closer you approach the container. The pulsing lights that move up the superstructure and into the ceiling are more intense and frequent. They clearly radiate outward from the glow. The draining feeling through the Force is also much greater, and very unpleasant. You sense that at least one person is already there ahead of you.

Force-sensitive PCs must make a **Force power check** combined with a **Hard (◆◆◆) Discipline check** to resist the cluster's effect. They may use ① generated to add an equal number of ✨ or ② to the results of the Discipline check. The PCs suffer 2 strain for each ③, and those who fail must add ④ to all skill checks while within short range of the stone formation. PCs who are not Force-sensitive instead make a **Hard (◆◆◆) Resilience check**.

When the PCs reach the loading area in front of the cluster's container, read or paraphrase the following aloud:

Enormous cargo containers and numerous crates are stacked three or four times the height of a person around the roughly twenty-meter-square perimeter of the unloading area for the bulk container that is the source of the green glow. Inside the perimeter, the crates randomly stair-step down in size and height. A wide area in front of the container's hatch is filled with hundreds of smaller tumbled crates. Even the enormous surrounding crates are tilted and shifted from the crash. Not all seem entirely stable, and a once-clear, five-meter-wide cargo transfer path from the unloading area is partially blocked by fallen crates. You see modern tool boxes open on a large repulsor sled in front of the bulk container's hatch.

The wide hatch to the bulk container is open, and the greenish-yellow glow is the brightest you have seen thus far. The contrast between light and dark makes it difficult to look in that direction, but you manage to see a muscular Nightbrother holding an electrostaff standing silhouetted in the opening.

USING THE NARDITHI CLUSTER

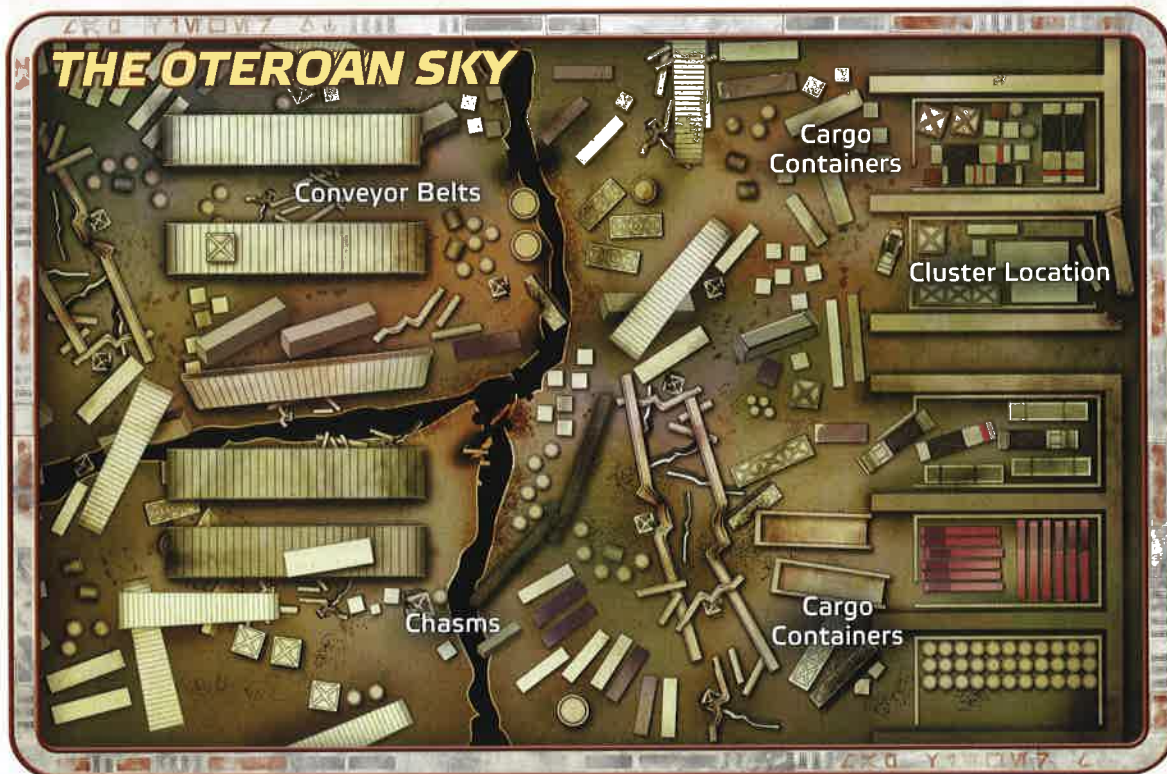
The Cluster can only be controlled by one person at a time, though the GM may permit others to help focus a character's efforts. Initially, taking control of it requires contact. After that, the person remains in control as long as they stay within short range of it. It takes a **Force power check** combined with a **Daunting (◆◆◆◆) Discipline check** to take control of the stone formation if it is not already under another character's control. If someone else is controlling the cluster, it takes an **opposed Discipline vs. Discipline check** to wrest control away; both parties may make a **Force power check** as part of the check. In both instances, the character may spend ① to gain ✨. Additional ② the cluster provides (see below) are not available to the controller for this check.

The incomplete cluster adds ③ to the controller's Force power checks. It has a second ④ that is already committed to sustaining the ship's structure; if this is lost for any reason (such as the cluster being destroyed), the ship's structure begins to collapse—see **Escape the Sky**, on page 94. Instead of rolling ⑤, the controller may opt to commit it to gain a Force power upgrade the character doesn't currently have. For example, this allows the character to increase the magnitude or range of a power. ⑥ may also be committed to sustain one of the controller's powers; Jerserra uses this to sustain the illusory Nardithi witches.

When Jerserra's shard is in place, it restores part of the flow of the Force and adds ⑦. If the PCs' shard is returned to its place, it adds automatic ✨ to the controller's skill checks used with Force power checks. It takes a **Daunting (◆◆◆◆) Discipline check** to properly align the cluster in the cage Jerserra jury-rigged to hold the broken shards. Jerserra had difficulty fashioning the cage to do this, prompting her to send the Nightbrothers to delay the PCs.

The cost of using the cluster is substantial, with long-term effects in an area as previously described in this adventure. The following occurs immediately when a power is channeled through the stone formation; if the power is sustained by committing ⑧, this affect happens only when the power is started.

- All characters (except the controller) within medium range of the cluster must make a **Daunting (◆◆◆◆) Discipline check** (upgraded once due to the cluster's effects), sustaining 2 wounds (ignoring soak) upon failing and 1 additional strain for every ③. ④ doubles all wounds and strain (to a minimum of 2 of each). ⑤ allows the character to add automatic ✨ to other checks until the end of the encounter.



Five Nightbrother sentries are hiding around the area. At least one sees the Player Characters approaching, unless the PCs are deliberately stealthy about it. If they are, the PCs make an **opposed Stealth check vs. a sentry's Vigilance**. If the PCs are not stealthy, they may do the opposite, making an **opposed Vigilance check vs. a sentry's Stealth** to notice the Nightbrother. When a sentry spots the PC, he immediately throws a flare in an arching toss in the PC's direction (especially if the sentry is some distance away) to alert the others as to the location.

PCs who succeed on a **Hard (◆◆◆) Perception check** (with **■** added for looking directly into the glare) see that the glow emanates from an enormous natural formation of stone sitting on a slightly raised platform. A figure stands next to it, holding a hand over the cluster. **○** **○** on a successful check can be spent allow the PCs to recognize Jerserra as a Nightsister (she is maskless while underground); **◆** allows them to spot a crude frame holding her shard above the stone array.

Jerserra is thoroughly enthralled by the cluster, but her distraction ends the instant one of the Nightbrothers or PCs takes a significant action, such as attacking, warning allies, or using a Force power. Jerserra immediately orders the Nightbrothers to attack, yelling for them to kill the PCs, find their shard, and bring it back to her. If she gets the opportunity, she arrogantly thanks the PCs for delivering the shard to her.

Freff, the Nightbrother leader guarding the cargo container hatch, immediately pursues anyone using the shard. If no one is using it, he tries to remain in a position to defend Jerserra and attacks the nearest PC (using his blaster rifle and taking cover if needed). Jerserra immediately tries using the Nardithi Cluster's power against the PCs. See **Using the**

Nardithi Cluster, on page 90, for the game mechanics and negative effects of using the cluster. Jerserra takes the following actions using the Nardithi Cluster:

- If Freff moves from his defensive position, or if the PCs start attacking her or the cluster at range, Jerserra uses the Move Force power (enhanced by the cluster) to pull one or more silhouette 2-sized containers over to partially block the entry. She leaves a sizable gap between the container and the hatch, so someone could get around it, and she can still get out. She also positions it so that she can still see at least some of the fighting in the loading area. If the attack is overwhelming, she completely shields the entry from view.
- Jerserra combines her Force powers with those of the cluster and the vergence to form manifestations of the Nardithi Nightsisters, calling them her "Nardithi ancestors." There is at least one of these for every two PCs, to a maximum of four. Each manifestation takes a separate slot in the Initiative order. Keeping them active requires Jerserra to commit one of the cluster's **○**. Though it appears the Nightsisters cast various "spells" against the PCs, the results are treated as the Unleash Force power, regardless of the physical appearance of the attacks.

The manifestations never speak, and disappear if Jerserra takes back the committed **○** or the cluster takes 8 or more wounds. Attacks against them do normal damage (and they respond like they are hit), but the actual attack (lightsaber swing, blaster shot, etc.) only passes through their incorporeal form. A manifestation that is "killed" disappears, and Jerserra suffers 2 strain.

- Jerserra uses Move to push PCs away from the container and Unleash to defend herself, only wielding her lightsaber when PCs get too close. For the most part, she tries to stay near the cluster to maintain control of it and eliminate the PCs from a distance. She more freely uses her own Jerserra's Influence Force power to make the PCs undergo fear checks and also to recover strain if this becomes an issue.
- If she (or Freff) successfully slots the PCs' shard into its spot in the framework, she benefits from the full effects of the stone formation.

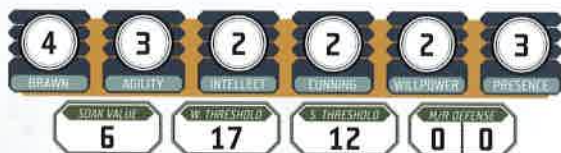
If a PC wrests control of the cluster away, she immediately attacks the character and tries to throw the PC out of the container. Jerserra fights until the cluster is significantly damaged and failing, or until she takes damage of up to two thirds of her wound threshold; she wants the stones but isn't willing to die if she can avoid it. She flees through the container's hatch or through a large opening where the back end of the container burst open in the crash, whichever is closer.

If Jerserra flees due to taking damage, she tries to grab her shard and toss her thermal detonator on a three-round timer at the PCs (or, alternatively, into the heart of the cluster—if she can't have it, no one can). If this is not possible, she simply uses the detonator to cover her escape. If she manages to leave combat, she takes her (quicker) route out of the area, and the Nightbrothers keep fighting just long enough to ensure that her retreat is successful. Game Masters are highly encouraged to keep Jerserra alive, as she can make for an excellent recurring nemesis for the players in future adventures (see page 95).

If Jerserra successfully defends the cluster, she (and any remaining allies) use the tools they brought along to load it onto the industrial, heavy-duty repulsor sled. It takes many hours and a lot of care to extract it from *The Oteroan Sky*.

FREFF, NIGHTBROTHER LEADER [NEMESIS]

Freff is highly honored to be part of Jerserra's quest, having seen firsthand not only her powers with the Force but also her resources as mercenary leader. Now that she is deep underground with the Nardithi Cluster in her command, his awe of her has only grown, while her powers have increased.



Skills: Cool 1, Coercion 2, Melee 3, Perception 1, Ranged (Heavy) 2, Stealth 3, Survival 1, Vigilance 1.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Parry 3 (when struck by a melee attack but before applying soak, may perform Parry as an out of turn incidental. He suffers 3 strain, and then reduces the damage by 5.).

POWER FROM THE PAST

Following the events surrounding the crash of *The Oteroan Sky*, the Nardithi Cluster remained in its last configuration, set by the lead Nardithi witch before she, like all but one of her sisters, perished in the impact. Since the crash, the damaged cluster has routed the flow of the Force in and around the wreckage, taking from living creatures to provide support to what remains of the ship's crippled superstructure.

As the condition of the wreck has worsened over the century, the stone formation has drawn more and more power, thus increasing its effects on the surrounding area. It has a wound threshold of 15 and a soak of 5. Each time the cluster is hit, the green energy flowing up out of the structure momentarily flows back to the stones.

Abilities: Fearsome Countenance (add automatic 1 to Coercion checks).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), electrostaff (Melee; Damage 8; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Linked 1, Stun setting, Unwieldy 3), heavy clothing (+1 soak), three chemical flares, datapad with pathway guidance notations and mapping protocols enabled, secure comlink.

MANIFESTED NARDITHI NIGHTSISTER [RIVAL]

Jerserra uses the Nardithi Cluster's power to manifest what she calls her "Nightsister Ancestors" to fight at her side. Though they lack any physical form, these ghostly shapes can channel Force powers in deadly fashion and are just as dangerous as their creator.



Skills: Discipline 2, Melee 3, Perception 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 3.

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results: see page 281 in the **FORCE AND DESTINY** Core Rulebook), Force Power: Unleash (the manifested Nardithi Nightsister makes a Force power check targeting one enemy at short range, and rolls a ranged attack as part of the pool, using an **Average** [◆ ◆] **Discipline** check instead of normal difficulty. If the check is successful and generates 1, the attack deals 3 damage with a critical rating of 4, plus 1 additional damage per ✱. May spend 1 to increase damage by 2, and 1 to increase range to medium).

Equipment: None.

JERSERRA [NEMESIS]

This profile represents Jerserra when she is in possession of the Nardithi Cluster. With her augmented powers and her cohort of Nightbrother followers, she is supremely confident of her victory—no matter what Force powers and weaponry her foes might use against her. She is still practical enough, though, to know if things are going poorly. Her mercenary experience means she is always prepared to remove herself from a battle she cannot win, so that she can recover and attack again at a more advantageous time and setting.

4	3	3	3	3	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESERVE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
5	24	23	0	0	

Skills: Athletics 2, Brawl 2, Charm 2, Coercion 2, Cool 1, Deception 2, Discipline 3, Leadership 2, Lightsaber 4, Knowledge (All) 2, Melee 3, Piloting (Planetary) 2, Perception 3, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Force Rating 3, Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Scathing

Tirade (Improved) (as an action, make an **Average** (◆◆) **Coercion check**; for each ☆, one enemy within short range suffers 1 strain and ■ on all skill checks for two rounds; for every ☉ spent, an affected target suffers 1 additional strain).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results; see page 281 in the **FORCE AND DESTINY** Core Rulebook), Force Powers: Jerserra's Influence, Move, Unleash.

Jerserra's Influence: Jerserra may spend ☉ and target one character per ☉ within short range. The character must immediately make a **Difficult** (◆◆◆) **fear check** as an out of turn incidental. If the target suffers strain as a result of that fear check, she recovers an amount of strain equal to the total suffered. Once per session, after a target fails a fear check caused by this power, she may have the target perform one action as an out of turn incidental. She may also spend ☉ to target one additional character, and ☉ to extend the range to medium.

Move: Jerserra may spend ☉ to move one silhouette 0 object within short range to another location within short range. She can spend ☉ to increase range one band, spend ☉ to increase silhouette movable to 1, and spend ☉ to increase number of objects movable at one time by 1 (to a maximum of 2). Jerserra can hurl objects by making a Move Force power check and rolling a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown and only succeeds if she can also spend enough ☉ to move the object. The attack deals damage equal to silhouette of object times 10 [silhouette 0 deals 5 damage] plus one per ☆. To throw multiple objects, she must generate enough ☉ to move multiple objects, and must use rules for Auto-fire to determine difficulty and targeting.

Unleash: Jerserra makes a Force power check and targets one enemy at short range, and rolls a ranged attack as part of the pool, using an **Average** (◆◆) **Discipline check** instead of normal difficulty. If the check is successful and generates ☉☉, the attack deals 3 damage with a critical rating of 4, plus 1 additional damage per ☆. May spend ☉ to increase damage by 2, and ☉ to increase range to medium).

Equipment: Double-bladed Inquisitor Lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder. In dual saber mode, add Linked 1 and Unwieldy 2. In spin mode, also add Defensive 1 and Deflection 1), heavy clothing (+1 soak), secure comlink, Nardithi Shard (special, see page 51), thermal detonator (Ranged [Light]; Damage 20; Critical 2; Range [Short]; Blast 15, Breach 1, Limited Ammo 1, Vicious 4), handheld holoprojector with pathway guidance notations and mapping protocols enabled.



JERSERRA'S REAPER TACTICAL ASSAULT SPEEDER

Jerserra's favored transport vehicle is her customized airspeeder from Sienar Fleet Systems. It was originally designed for light assault combat and law enforcement, and Jerserra increased the armor and handling to make it almost as nimble and deadly as herself.

2	4	+2	DEF. FIRE (PORT/STARBOARD/AFT)	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	2
			HT THRESHOLD	SS THRESHOLD
			5	8

Vehicle Type/Model: Airspeeder/Reaper TAS.

Manufacturer: Sienar Fleet Systems.

Maximum Altitude: 200 kilometers.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 8.

Passenger Capacity: 4.

Price/Rarity: 27,500 credits/6.

Customization Hard Points: 2.

Weapons: Forward-mounted light repeating blaster (this weapon's profile uses personal scale, not planetary scale;

Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-fire, Pierce 1).

DEWBACK 2 REPULSOR SLED

The Dewback 2 is a basic cargo-hauler repulsor sled made by Aratech Repulsor Company. Many hundreds of them were aboard *The Oteroan Sky* at the height of its operations. They were so rugged that some managed to survive the crash and still function after so many years.

2	1	+0	DEF. FIRE (PORT/STARBOARD/AFT)	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	0
			HT THRESHOLD	SS THRESHOLD
			4	6

Vehicle Type/Model: Repulsor sled/Dewback 2.

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 5 meters.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 30.

Passenger Capacity: 4.

Price/Rarity: 4,000 credits/2.

Customization Hard Points: 2.

Weapons: None.

ESCAPE THE SKY

If the Nardithi Cluster is significantly damaged or destroyed, or otherwise loses its ability to help support the ship's structure, the wreck of *The Oteroan Sky* begins to fully collapse—starting with the area the PCs are in. Though the section of the ship affected is relatively small compared with the entirety of the wreckage, it is still dangerous to any characters in the area. The problems begin with a rumble and horrendous sounds of massive metal structures bending and snapping all around the deck. The characters must make regular **Average (◆◆) Coordination checks** to avoid falling debris; the GM should periodically add ■ to represent the accelerating collapse of the wreckage. Poor results can cause damage, pin down a character, or cause Critical Injuries, at the GM's discretion.

While the situation is extremely dangerous, characters attempting to escape the area have some time to do so. The entire area doesn't collapse immediately or in one fell swoop. There are periods where more of it collapses at once, followed by quieter times when the loads shift on to seemingly sturdier supports.

The Nightbrothers flee the area as speedily as possible, pausing only to help Jerserra if needed. They are not interested in fighting now, unless they absolutely must to defend themselves or their master. The PCs can follow them out, deduce from their direction of travel where they can find a path back to the surface, or simply attempt to retrace their own path. The PCs might also have captured Freff's datapad or Jerserra's handheld holoprojector containing the route and limited map/path recording.

The PCs must get at least a half kilometer away (horizontally, not up or down) from the collapsing structure before they are relatively out of danger. Crossing the refinery floor is the quickest way to do this. From there, they can retrace their steps back to their original route. Alternatively, the PCs might receive a vision or other premonitions through the Force that guide them to a safer path.

If the cluster remains intact, it is challenging for anyone to keep control of the support it provides while moving the stone formation itself. Anyone attempting to do so must make periodic **Daunting (●◆◆◆) Discipline checks** (with at least one difficulty upgrade). This person may benefit from the assistance of up to three others helping to retain the cluster's focus. If a check fails, a character may try to reestablish control through an upgraded **Formidable (●●◆◆◆) Discipline check**. Once the PCs are clear of the dangerous area, these checks are no longer required; the characters should get a sense of that through the Force.

If the PCs use Jerserra's route, they discover her speeder hidden near the exit. It is a challenging drive, but they can use it to return to their ship. If they landed in the center of the city, they may discover that the ship has fallen into a large depression where the decks below collapsed. Things are still unstable, but they are not a danger to a speeder. The ship may require significant repairs, however.

If the situation is extraordinarily dire for the PCs, they may find unexpected aid from the local Nightsisters, who learn of the PCs' plight through visions in the Force. This is more likely to occur if the PCs successfully bargained with

them at some point, but is not required. The events might have attracted the attention of others who can render aid as well, such as big game hunters who have come to Dathomir to capture its dangerous creatures. Even an Imperial patrol

using a shuttle from the local garrison is an option, though an inconvenient one at best (and one sure to require some skillful explanations from the PCs).

EPISODE III: XP REWARDS

Standard experience points rewards for **Episode III**:

- Finding Oteroa Zero-Twenty: 5 XP
- Resolving any events after landing: 5 XP
- Zero-Twenty surface encounters: 5 XP per encounter; the GM has the option to award 5 XP per type of encounter, if desired, instead
- Zero-Twenty underground encounters: 5 XP per encounter; the GM has the option to award 5 XP per type of encounter, if desired, instead
- Across the refinery floor encounters: 5 XP per encounter
- Fending off the Nightbrother ambush: 10 XP
- Nardithi Cluster chamber battle: 10 XP
- Driving off Jerserra: 5 XP
- Securing the Nardithi Cluster: 5 XP
- Escaping *The Oteroon Sky*: 5 XP

As always, the GM should award bonus XP for good role-playing and engaging with the PCs' Motivations.

ALWAYS IN MOTION IS THE FUTURE

This section provides ideas and information for GMs who want to use this adventure as part of a larger campaign or tie it into future adventures on Dathomir or elsewhere.

- **The Nardithi Cluster:** If the PCs capture the stone formation intact, they might return it to the Nightsisters (who don't want it, but are willing to destroy it). Alternatively, they might take it with them offworld for study and use. It doesn't take long for them to discover that when the cluster is isolated or not surrounded by living creatures, its powers are greatly diminished. Using it draws the attention of Jerserra (if she survived). Other Force users might also be drawn to it through visions or feeling its use, especially those of the dark side.
- **The Shards:** If the PCs keep one or both shards, they find that the stone fragments retain their powers but that there is little else to learn (once they learn their properties, if they haven't already). If the Empire discovers that the PCs have or are using the shards, they pursue the PCs. Other pieces or shards broken off of the Nardithi Cluster are unlikely to produce the same effects, due to the damage sustained, but they may do so at the GM's option.
- **Jerserra:** Jerserra remains first and foremost focused on advancing her own power. If she knows the PCs escaped with the Nardithi Cluster, finding and capturing it becomes her second priority. If she knows they escaped with one or both shards, it is still important for her to recover them, but without the Nardithi Cluster, they are less useful. If Jerserra managed to escape with the cluster intact, she is quiet for a time while she investigates it, and then she starts to use its power to carve out her own empire in the Outer Rim.
- **The PCs continue to have Force visions related to the cluster and her efforts, especially if they have one of the shards, which could lead the PCs to pursue her and stop her activities. If the cluster was destroyed and the shards lost, she can pursue the PCs and become a recurring villain who gets tied into the PCs' adventures.**

As a powerful dark side Force user, Jerserra can fit into almost any future **FORCE AND DESTINY** adventure plot. The PCs might come across traces of her operations or encounter her agents in several occasions, not realizing her presence until later in a campaign. Given her criminal and mercenary activities, she can also fit into **EDGE OF THE EMPIRE** and **AGE OF REBELLION** adventures as a powerful challenge or even as a dangerous ally.

- **Dathomir:** Dathomir remains as dangerous as ever if the PCs choose to remain or return there. The Nightsisters are highly unlikely to agree to train any outsiders in their ways, but the PCs might be able to establish a working relationship or trade that could periodically enable them to learn more about the Force, albeit from the Nightsisters' viewpoint. If the PCs make more than a couple of trips to Dathomir, however, the Imperial garrison does take notice of the ship's movements and tries to capture the PCs for questioning (perhaps also having been alerted about the PCs' activities on Toydaria).
- **Toydaria:** If the PCs left Toydaria on good terms with Gorensla, they might be able to expand on that relationship in Riar or anywhere the kadjadic is active. The PCs are most likely wanted on that planet (by both local ISB forces and Toydarian officials), although Irrica the Hutt could help with that.

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